

TOASTing  
A FRIEND?



ALWAYS THE ULTIMATE MOVE.



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GAME PLAYERS #85

SEGA • NINTENDO • SONY • 3DO/M2 • ARCADE

#1 FOR  
CODES

# GAME PLAYERS

ISSUE  
85

WORLD EXCLUSIVE  
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**SATURN**

Special behind-the-scenes look at Sega's  
most ambitious game yet!



THE LATEST INFO ON:  
**NIGHTS** (Saturn)  
**WAR GODS** (Arcade)  
**BUBSY 3D** (Playstation)  
**VIRTUA FIGHTER 3** (Arcade)



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**Final Fantasy VII**  
**Crash Bandicoot**

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JUNE 1996 Vol. 9 No. 6  
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JUNE 1996

God

GAVE ROGER CLEMENS  
A 98-MILE-AN-HOUR HEATER.

HE GAVE MIKE PIAZZA  
AN EFFORTLESS HOME RUN SWING,

AND HE GAVE YOU, WELL, HE GAVE YOU

SO YOU GOT ROBBED IN THE GOD-GIVEN-TALENT DEPARTMENT. BUT DON'T LET THAT STOP YOU. YOU HAVE PLAYSTATION'S 3D REALISM THAT DELIVERS ALL THE PRESSURE AND INTENSITY OF PLAYING IN THE BIG SHOW. YOU CAN TAKE THE FIELD IN ALL 28 STADIUMS. IN ARCADE OR SIMULATION MODE. AND EXPERIENCE EVERY ANGLE OF THE GAME FROM THE MOST DYNAMIC PERSPECTIVES. YOU'RE UP AGAINST 700 BIG LEAGUERS PLAYING TO THEIR REAL ABILITIES BASED ON THEIR ACTUAL STATS. SO YOU GET TO WHIFF ON JACK MCDOWELL'S SLIDERS.



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**ALBERT BELLE, MO VAUGHN** AND **CECIL FIELDER**,

WHO'LL SEND YOU PACKING ON THE FIRST BUS BACK TO

PAWTUCKET. YOU CAN EVEN TRACK YOUR EMBARRASSING

STATS OVER THE ENTIRE SEASON. BUT NO MATTER HOW

MANY TIMES YOU TAKE A CALLED THIRD STRIKE, NO

MATTER HOW MANY OF YOUR HANGING CURVES ARE JACKED

INTO THE NEXT ZIP CODE, ALWAYS REMEMBER: YOU'RE

STILL LOVED. AND THAT'S ALL THAT'S IMPORTANT.



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# CONTENTS



It's true — Sonic has finally returned to lead us! It's about time, too. I don't know how many more of those other so-called Sega 'mascots' I could have stood before getting back to the Real Deal. And the ol' hedgehog's looking better

than ever in his shiny new 3D outfit. Man, I gotta play that game!!!

But hey, Sonic's not the only cutesy critter to make an appearance this issue. We've also got Sony's mascot-in-waiting, Crash Bandicoot. And as if those two didn't have enough hip-hoppin', wise-crackin' attitude for ya, a new guy by the way of Nights makes his debut on Saturn. Trust me, we gamers have got plenty of zany platform-jumpin' times ahead, and I for one am looking forward to it. Oh, that reminds me, expect lots of new Mario 64 info next month. See ya!

*Chris*

## MEET THE TEAM

Don't panic, but how can you tell that Chris has gone completely bonkers?



### Chris

Hey, wait a minute! I haven't gone bonkers, have I, Mario? See, even Sonic and Bobo agree. Now where are those strawberries? Wait! The lighthouse, the lighthouse... Ack! Blot!!!



### Roger

Well, let's see... I'd have to say a sure-fire sign that Chris has gone off the deep end is when he gets between Jeff and the coffee machine!



### Mike

I thought it was kind of weird when Chris grabbed Trent in a vicious headlock and started screaming 'Blue light special! I captured the Moon Man!'



### Patrick

Bonkers is such a cruel, hard word. Wouldn't it be better to say something like 'bats in the belfry' or 'running a quart low'? Of course, 'totally whacked' is my special favorite!



### Chris C.

I don't know about completely insane, but I did think it was kinda weird when Chris sent that memo around, demanding that the staff refer to him as 'Sonia Blade'.



### Jeff

I've known Chris a long time and I think I can safely say that, with the exception of the 'Farm Yard Incident', Chris has never had a violent, psychotic incident in his life.



### Bill

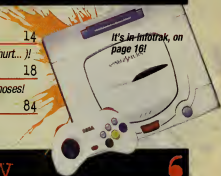
Don't panic??? Of course, I'm gonna panic!!! This could ruin everything! I work for years to build up this 'zany whacko' persona, and then Chris comes along and suddenly he's the Nut Boy? It's panic time!

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Where the facts meet to eat!

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Kinda like slot machines for the young...



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We believe what you write! It makes us cry, but we believe it...

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Win a million dollars! Oh, and there's a talking finger back there, too!

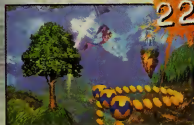
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Tomorrow never comes, except in this section of the magazine!

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More fun than karaoke, less fun than public bath...



Sega strikes fear into the hearts of the competition with *Nights*! We've got the coverage you need on page 22!



Powder hounds, rejoice! *Shredfest* is on the way for the PlayStation and the Saturn! We hit the slopes on page 24!

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*Sonic, Bubsy, War Gods, Final Fantasy VII*, and more! What else could you possibly want? OK, a new car doesn't count...

## GAME PLAYERS ONLINE

The Web Site <http://www.gameplayers.com>

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, *GAME PLAYERS* has gone online! Our website will be up soon, but our individual E-mail addresses are on the right! Write us!

CHRIS: Chris\_Slate@qm.imagine-inc.com

BILL: Bill\_Donohue@qm.imagine-inc.com

ROGER: Roger\_Burchill@qm.imagine-inc.com

MIKE: Mike\_Salmon@qm.imagine-inc.com

PATRICK: Patrick\_Baggatta@qm.imagine-inc.com



We've got all the moves for *Street Fighter Alpha 2* on page 88!

Just how tough is *Ultimate Mortal Kombat 3*? Find out on page 60!

What's got bears and really big heads? Why, *Tekken 2*, of course! Take a look at page 48!

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We've never been bribed into giving a game a higher score! We're not saying that a bribe wouldn't work, but we've just never been bribed...

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We wouldn't want to say that we know how to cheat, but the IRS has each of our pictures in its infamous 'Hall Of Shame'!

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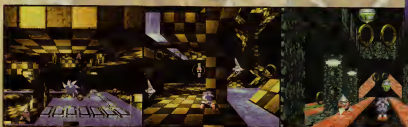
More action than our highly-illegal weekly craps game! Oops!!!

We rate the top four basketball games for the *PlayStation!* Find out which title is the master of the hardwood floor! The action starts on page 72!



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These poor little issues don't get enough to eat. They live in squalid poverty. Most never see the inside of a schoolroom. Please... buy one today!



He's blue, spiny, really fast and he's coming to a Saturn near you! It's

Sonic the Hedgehog, and **GAME PLAYERS** covers the creation of his new game from start to finish! Check out the amazing facts on page 38!



# Reader's NETWORK

Fasten your seatbelts, remove all sharp objects from your pockets, spit out your gum, duct tape your knees together, glue those bathroom plungers to your foreheads, and scream! It's Reader's Network!

## THE DEVIL MADE US DO IT

Hey! **GAME PLAYERS!** I have a question. Why do almost all of the good games have to always have Satan-like/satanic in them? Like *DOOM*, for example. There's enemies like Barons of Hell, Demons, Cyberdemons, Knights of Hell. And it has levels such as Inferno and The Shores of Hell! Give me a break! The game would be just as good if it wasn't satanic. Like, for example, *KILLER INSTINCT*, they could have made that satanic and it would be the same. SO WHY MAKE GAMES SATANIC??? WHY???

Anthony Mertz  
Emmaus, PA

**EDITOR:** Nice catch, Anthony! Truth is though, the devil has been so commercialized that it barely even seems wrong any more. Besides, I think the real problem are those damn 'devil-food' cakes. I mean, it's easy enough to see a scary-looking demon coming, but come on, a tasty little chocolate snack? Now that's scary!

## SUITS ME...

HELP!!! Some person has locked me up in the basement of your building. All I have had to amuse me is my belly button lint and a picture of the al-holy, cheesy Bill!! THAT IS IT. SAVE ME!

Mitch 'Monkey Boy' Keeler  
Vernon, TX

**EDITOR:** Sorry, Mitch, but you're there for a reason. Chris keeps saying that he wants the staff to dress up like animals, so I decided to be a monkey. Do me a favor... don't damage the fur for the short time you're still inside it, OK?

## YEAH, HE'S SANE...

Don't ever put your hands on me, because if I don't like you, you got problems! And now, my problem — I don't like you guys. I have put a bomb in this letter. If you try to run, I'll blow the letter now, so just don't run. Stay there for the rest of your pathetic lives! HAI HAI HEI HEI I like chairs.

Matthew 'Very Sane' DeCaria  
Woodbridge, Canada

**EDITOR:** We get letters from you crazy people all the time and it doesn't scare us at all. What does scare us is that you don't say how you like your chairs — fried, perhaps? Or maybe barbecued, with a hint of garlic. How about scrambled, with some salsa?

## ALL MIXED UP

I have many a question for you:

1. Will *Time Crisis* come out for the Nintendo 64?
2. If so, please answer this as best you can: Tell me which system I should buy by reading this. I am a Nintendo fan, my favorite game is *Virtual Cop*, but if *Time Crisis* comes out for Nintendo I will definitely buy an Ultra. If not, please tell me which one to buy.
3. What will be the Nintendo 64 pack-in?
4. Have the team state their favorite games and system(s), whatever.

Paul 'Spidecroochi' Tirocchi  
Cranston, RI

**EDITOR:** Okay, here are some answers, so Bill will get off my ass!

1. As *Time Crisis* is a Namco product, it will, in all likelihood, be ported over to the Sony PlayStation. Happy?
2. Well, let's see, you're a Nintendo fan, a Virtual Cop fan, and *Time Crisis* will probably be a PlayStation game. All in all, I'd say you're totally screwed!
3. Pack-in games? Isn't that jumping the gun a bit? Until the Nintendo 64 is in the stores I refuse to believe the thing even exists!
4. Favorite games and systems? Didn't you know? We love ALL the systems and ALL the games. We just give out bad reviews for some cheap laughs!



## COLORS

Have you ever noticed Michael Jordan of the Bulls has one blue tooth just like Bill? What's the connection? Maybe blue cheese?

**Brain Dead  
Setzels Airship**

**Bill:** Yo, Brain, or is that Dead? The connection is very simple. For a while there, I was a point guard for the Bulls. One night, after a heavy bout of Big Macs, we went down to the 'bad' side of town and both of us got one of our teeth tattooed. You can check this with Mike, of course.



## EN ESPAÑOL

I am an exchange student in Denia, Spain, and there is a store that gets your magazine. (The only English gaming magazine, woo-hoo!) So I've been reading it and I love it, and I love your coverage on games, and especially your enthusiasm for the Nintendo 64. I own a Super NES and look forward to purchasing the Nintendo 64. However, being here I have a few questions.

1. Is *Ultimate MK3* out, and if so what does it have new? New fatalities? Hidden characters? Ultimate *Kombat Kodes*? And speaking of Hidden Characters, other than smoke and Nod Sabot, what hidden fightable characters are there in *MK3*?

2. I know the Super NES will be dead as a doornail in about a year, but hasn't Nintendo pledged to continue with games until '97? If so, should we expect to see Mario, Zelda, Donkey Kong, or even *Samus Aran* again?

3. Also, will the Ultra 64 have any more 20 games or side-scrolling adventures? I still love those, and hope to see more. Thank you for answering my questions.

**Brian Sharp  
Denia, Spain**

## N64 WHEN?!

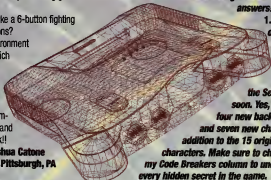
First I'd like to thank you for wonderful Nintendo 64 coverage. I can't put down that Mario 64 preview. Droool. Second, although there were many Mario 64 pictures, some things I was looking for weren't there. Where are the question mark boxes, koopas, and best of all... YOSHI! Also, in every picture Mario is big. Are there going to be things like mushrooms, fire flowers, and feathers? And still, some more questions:

1. Do you guys know the pack-in yet? Wouldn't it most likely be the Mario game?
2. My friend told me that the N64 controllers would come in different colors. Is this true?
3. What's the problem with being cartridge-based? Other than the cost, does it really cut down on gaming or something? What's the deal?
4. Off the subject, what are 'development kits' and what is 'draw-in' and why do racing games have it?

5. How's Nintendo gonna make a 6-button fighting game with only 2 action buttons?

6. Last, with the total 3D environment and the new analog stick (which just sounds confusing) will Mario 64 be too complex for us genuine traditional Mario fans? Thank you, again, for your amazing N64 stories (compared to other mags papers), and please keep up the good work!

**Joshua Catone  
Pittsburgh, PA**



**NO35:** What?! More questions? Well, seeing as you're suffering in sunny Spain, while I'm locked in this box and forced to read letters, I give you the most thoughtful and in-depth answers!

1. UMK3 is out in the arcades and will be available for the Sega Saturn soon. Yes, there are four new backgrounds and seven new characters in addition to the 15 original MK characters. Make sure to check out my *Code Breakers* column to uncover every hidden secret in the game.

2. You're right, Nintendo will continue to support 16-bit but not many third party developers will. The most exciting release for the Super NES this year may be Mario RPG. As for the other games, Nintendo is so secretive that we have no definitive news. But one has to wonder how good a new 16-bit Zelda could be, considering that most of Nintendo's resources would be invested in the N64 Zelda game.

3. I hope not! Nintendo 64 is supposed to open new game frontiers, not rehash old ones. But who knows? 20 games still manage to pop up on the 32-bit systems out now.

## STOP! THIEF!

It's come to our attention that some of you guys aren't being original when it comes to writing us letters. Recently, several of our readers spotted a letter that we had published in another, previously published magazine. Not only is this plagiarism, which is illegal, but it kinda says 'I read *GAME PLAYERS* and I haven't got an original thought in my head!' Look, we love all the strange, goofy and downright weird letters you send us, but please, DON'T RIP OFF SOMEONE ELSE'S IDEA AND SEND IT TO US! With the volume of mail we get and our limited space, it would be a shame to drop an original letter for a copied one.

We know we've got the best readers (and letter writers) out there, so please, keep it original, gang! Thanks!



**STOP!** Mario, Mario, Mario — you guys just can't get enough of that lovable *W!* plumber!

1. No announcement yet, but considering that every home console Nintendo has ever done has had a Mario pack-in, it seems likely.
2. In Japan, at least. Still no word on the US controller plans, though.
3. Cartridges are super fast, but they can't hold nearly as much information as a CD.
4. Development kits are what developers use to program the games; 'draw-in' is that pesky disappearing effect of polygon background elements (due to the lack of internal RAM needed to store bigger chunks of the levels).
5. The Nintendo 64 controller is loaded with buttons, and although some might have been conceived for different purposes, they can all be turned to do whatever a developer needs.
6. It does sound a little confusing, and having played Mario 64 myself, I can tell you that at first I really can be disorienting. After awhile though, I expect it to feel just as natural as a good ol' Super NES pad.





## WE LET HIM DOWN

OK, I was pretty PISSED OFF when *Dragon Quest V* wasn't brought to the States. And now what do I see? *Dragon Quest VI* is at the top of the list in your Top Ten from Japan. What the hell is this all about? Did you just forget to tell us worthy *Dragon Warrior* fans? The main reason I bought an Super NES was to play the *Dragon Warrior* series. You guys are really letting me down by not telling me this kind of vital information. I've been counting on you to help me out here, because I know you give the most in-depth coverage of any gaming magazine. Will Enix bring this title to the States as *Dragon Warrior*? Come on, sell your guts. Tell me everything you know about this game and whatever other titles Enix is working on at this time please. Also, what's this rumor that Enix of America and Japan are re-evaluating their contract with Nintendo? Answers and info please!

John 'Red Label' Walker  
Belkville, IL

**BITE** Sorry to tell you that you bought your Super NES a bit on the late side. Nobody is making games for the Super NES anymore, least of all Enix. Enix closed its U.S. office and has no plans of putting out *Dragon Quest V* or *VI* in the States. They are currently working on *Dragon Quest* for the Nintendo 64, but no announcement has been made about it being a U.S. release. As soon as we get some information on Enix or any other RPG's, we'll personally deliver the message in exchange for a couple bottles of Red Label.

## DUMB CLUCK

Hey, Bill, ha-ha-ha! I knew you were weird! Ha ha ha! You're lucky, I like your stupid jokes. I told the FBI to check the tree at the end of the block. And you better stay out of my bushes and stop eating the flowers at night or I will call the funny farm to come get you!

When I am at school, stay the \*\*\*\* out of my chicken wings, OK??

Andy Barker  
Lansing, MI

**BIRD** Your chicken wings are mine, FBI boy! Ha, ha, ha! You're lucky I know you like my stupid jokes! Heh, heh, heh! BUT... I'M... NOT... MENTAL!!!

## POINTY STICKS

What are Orchid's weapons called in *Killer Instinct*? I think they're called 'Sabre Stix.' My cousin thinks they are 'Lightning Rods.'

Christopher Carkeet  
Indian Harbour Beach, FL

**DRID!** dunno, Christopher. Bill calls 'em Chop Sticks, but that's only 'cuz he doesn't play fighting games. I think they're called Happy Sticks, 'cuz, well, no real reason in particular. Next letter, please...

## GAME IDEAS

## REALLY SLOW

My game is called *Watching The Grass*. In this state-of-the-art game, you actually get to watch grass grow in state of the art 3D graphics. And, for the bonus stage (get this), you can actually cut the grass on your virtual riding mower! It's fun for all ages 'cuz you get really, really good and get paid for your services in virtual money and you can do it again, and again, and again...

David 'Lawnmower Man' Murphy  
Englewood, FL

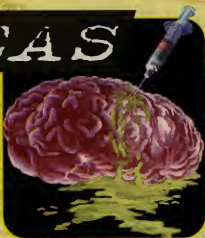
**BILL** You're not related to that guy who made up that farming game, are you, David? Just thought I'd ask, BECAUSE THIS IS THE STUPIDEST IDEA I'VE HEARD ALL YEAR! ARE YOU NUTS? Oh, what the heck, it'll probably sell...

## DO IT MY WAY

If you love yourself, then you'll love this game! It's called *The World Revolves Around Me!* The object is to walk around and ask people what the world revolves around. If they don't say 'you,' you can shoot them or hit them with a big stick. Everyone will be so caught up in themselves that they'll elect me President. I lost the '72 election, but I'm making a comeback!

Justyn 'Should Have Won In '72' Kinsley  
Waverly, NY

**BIRD** You know, it's funny you should bring this up, Justyn, because this is kinda the way things work here in the GAME PLAYERS' office. I walk around, asking people who the world revolves around, and they always say 'BILL!' Of



course, the really big stick with the rusty nails in it does help a little!

## WISE GUY

The game is called *Curtis*. Your name is Joe. The object of the game is not to go crazy and kill everyone, because there's this kid named Curtis. He's the stupidest kid ever sent! He picks things out of his body and switches their locations. He also says annoying things like, 'Oopa, me booty!' This isn't a joke! There is this kid named Curtis. He acts like Bill and looks stupider than Trent!

Todd Hausenman,  
Aberdeen, SD

**BIRD** Gosh, what a funny idea, Todd, or should I say... CURTIS?! That's right! I want everyone who goes to the Southwestern school to know that Todd's name is really Curtis! Try getting a date now, wise guy! Ha, ha, ha!!! You're right about Trent, though...

## HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Jonathan Atteberry, of Lilburn, GA, but we know he's evil. Get those firecrackers... Write in today!!!

WINNER  
Bad Monkey!

My game is called *Monkey See His Mom Getting Ripped Apart In A Vacuum*. You play a drunk astronaut who passes his time by throwing bad monkeys into space and watching them get ripped apart. You can't really win this game, but who would want to stop throwing monkeys into space, anyway? All the monkeys are evil, so it's OK to kill them.

Jonathan Atteberry,  
Lilburn, GA

**BIRD** We used to play the same game, but back then we were defending the Earth from the evil Snails. We'd build rockets out of old cans and firecrackers and try to fly 'em back to the planet Snailo. We weren't really good at building rockets, but they were... uh... evil snails, so I guess it... was OK... I, uh... guess...

## WHO KNEW?

1. When will *Final Fantasy IV* come to the US?
2. When will Square get off its butt and bring out some of the great games like *Final Fantasy IV* and *V*, and *Secret of Mana 2*?
3. When will 'pretty boy' Mike get thrown in the Box for a very, very, very long time?

Dustin 'Power House' Wissbaum  
Lancaster, WI

**EDIT:** As most readers of *GAME PLAYERS* know, I don't play RPGs,

or fighting games, but I'll answer your questions as best as I can:

1. Beats me...
2. I haven't got the foggiest idea...
3. We still haven't let him out from last time! Look, he's getting moidy!

## OBSESSION

I'm the no. 1 fan of *Mortal Kombat*. Okay, I'm obsessed with it. I went to MK the Live tour. I have a *Mortal Kombat* wardrobe. I have all three MK games. I've collected all the MK action figures, and am planning to buy anything else of MK that comes to stores and yes, Chris, I have questions.

1. When is *Ultimate MK3* coming out for home systems?
2. When is MK4 coming to arcades?
3. Will the PSX be getting MK1 and 2?
4. If so, when?
5. Will there be any MK games for the N64 coming out in April?
6. How many games will the Nintendo 64 have at its launch?

Brandon Isaacs  
Richmond, KY

**CHRIS:** Gollygeewhiz, it's *Question & Answer Time* again!

1. *Ultimate MK3* is a *Saturn* exclusive, and should be out now (see this issue's review).
2. MK4 should be revealed at the *AMOA* show later this year, and will probably make it to the home mid to late '97.
- 3 & 4. No plans yet, but you never know...
5. None that we know of.
6. Nintendo hopes to have about ten — expect between five and eight.

## HAIL TO THE CHIEF

Please print my letter. If you do I will be the first Arabian to appear in *GAME PLAYERS* and then I will be made king of the island! Then I will invite all of you over for an exotic vacation with Sun, Sea, BEER (Hear that Bill?), topless girls, and shark wrestling! Keep on going with your excellent mag! If I am not elected King, you will still get a very nice postcard, OK?

Omar 'K.L.' Brown  
Aruba

**EDIT:** Gee, Omar, that's great! All of us here at *GP* love the sun and the sea, not to mention the beer. There's just one thing: if possible, could we have topless sharks and go girl wrestling? Anyway, write if you get work!

## GET OFF YOUR @\$\$!

Write to *Game Players* at the following addresses:  
For game ideas, write to:

Game Ideas  
Game Players, 150 North Hill Drive, Brisbane, CA 94005

To get into the Connections section, write to:

Connections  
Game Players, 150 North Hill Drive, Brisbane, CA 94005

For general Network letters, write to:

Readers' Network  
Game Players, 150 North Hill Drive, Brisbane, CA 94005

Or check out our web site at:  
<http://www.gameplayers.com>

## YES WE ARE...

My friends bought *Killer Instinct* for the SNES a while ago and it came with the *Killer Cuts* CD. They recorded it on a cassette for me. Their tape's songs were pretty good, except for the first song. Has anybody heard it? It's disgusting. 'Touch me!' Where did Nintendo get that? Do they think we're perverts? That's disgusting! I wonder why they stuck that into the song anyway. Nintendo should get in big trouble for this.

Rafael Garcia  
Chula Vista, CA

**EDIT:** Ok, now, Rafael, I think you're right. I mean, we all know it's OK to beat the living crap out of someone in a game like *Killer Instinct* (some people just need a beating from time to time), but I don't want to hear about any sissy touching crap! Maybe if more people agreed with us we wouldn't have to deal with that lovey-dovey crap in the movies, either. For that matter, maybe we could get all references to love in general taken right the hell out of popular culture in general. I'll get right on it!



## WE RECYCLE!

I am really ticked at you guys. All you're doing in the tactics section is taking codes from previous issues and putting them in the so-called new code sections of the new issues. So how about we get some codes, OK?

P.S. While we're talking about codes here, would you please give me any code for *Earthworm Jim* for Sega besides the PRESS PAUSE ACACACAC? Or can you at least tell me how to get to the super secret level? PLEASE! PRETTY PLEASE!!!

Daniel Cacciamoni  
Pittsburgh, PA

**EDITOR:** Daniel, you ungrateful little punk. For your information, I prefer to think of the 'Even More Codes' section as a resource for reference purposes. But in spite of your pathetic

whining, I have decided that a change is in order and beginning with our July 1996 issue, 'Even More Codes' will be no more. In its place will be a new expanded Code Breakers section — that's right, 8 full pages of the hot NEW codes every issue. As for the *Earthworm Jim* code, if SOMEONE had a little more appreciation for old codes, SOMEONE might have them already!



# Reader Air!

winner



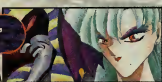
No game system, no prize! That's just the way **Bill Donohue** likes it! Heh, heh, heh!

**Evon Hayden,  
Monroe, MI**



**Tyler Daniels,  
Mesa, AZ**

Her suit wasn't just armored — it gave her 18 hours of full-figure support! ☺



**Marc Chuang,  
Quebec, Canada**

She'd lost 40 pounds with those new workout weights! ☺

☺ Her blind date was kinda creepy, but he wore cool hats...



**Chris Stockhouse,  
Charlotte, NC**

☺ Why wasn't that darn Tylenol working?



## DO THE MATH

I noticed that Namco has made games for Nintendo before. Will they bring Tekken 1 or 2, or Toshihiro, or Alpine Racer to the N64? Also, for all those buttoncrushers out there who don't think today's games can fit into a cart, the Ultra's carts will be able to store up to 256 megabits! That's eight times as much as the Super NES carts can hold now!

**Paul Pollack  
Coconut Creek, FL**

**Q** But Paul, how will the N64 ever be able to do those fabulous FMV 'games'? Got ya there, huh? Guess if I want to play the latest smokin'-hot FMV 'games', I'll have to look elsewhere (can you smell the burning sarcasm yet?).

**A** Hey, is something burning? Man, I smell smoke! OK, everybody out of the building! No talking! Walk calmly to the nearest exit!

## TO THE MOON

Your magazine is the best. Why would Sega want to port over its hits over to PlayStation and 3DO? These hits should be exclusive because when people see a good game on a system they would want to buy the system. If all these games are getting ported over to other systems it won't really matter which system you buy because they'll all have the same games. If they do that the companies should just join up and work together. I think Sega is a great company making all these hits for Saturn. What will Sega do if they decide to get out of the hardware business? Will they keep making games for Saturn? Or just stop altogether? Did this blast of great games for

Sega get any more third-party developers?

**Ricky 'The Man on the Moon' Bernauer  
Bling, NY**

**Q** First of all, all this stuff about Sega porting games over to PlayStation is just wild rumor; although we have heard it from several different sources. I agree with you that hardware manufacturers should just make up their minds — either build and support one platform and put everything you've got into making it the dominant choice, or everyone agree on a single standard format.

## I LIKE MIKE

Hey you guys at **GAME PLAYERS**, I have some questions for you. Here we go.

1. How come you do not have any good-looking girls on your staff?
2. Do you think the 32X will ever make a comeback?
3. Who the hell is this guy Mike? He is corny as hell. You guys should fire Mike.

I just want to say that your magazine is the best I ever read. Keep up the great work, guys. And your guys better put this letter in the Readers Network or there will not be a next time.

**Peter Ziobro  
Linden, NJ**

**A** Hello Peter, here are the answers to your insane questions:

1. We have several gorgeous female staff members, we just don't want to share them with you.
2. (Incomprehensible laughter) Yeah right.
3. Oh believe me, they've tried to fire me. But until they find the negatives to those photographs, my job is quite safe. (By the way, Peter, I know where you live and don't have any friends beating the crap out of little boys. Don't sleep too sound.)



## PAY THE PIPER

First of all, your magazine kicks major ass! Also, Bill, the 'Delusional Weirdos Society' says you owe (dumroll please) \$15,724,000.84 in dues. If you don't pay up in 3 days, 18 hours, 4 minutes and 11 seconds, you will die! You will be tortured for endless amounts of hours with naked pictures of Bea Arthur. Ha, Ha, Ha, Ha, Ha, Ha, Ha, Ha...

**Melanie Slavinski  
Philadelphia, PA**

**B** Forget it, Melanie! The last time I tried to pay my dues, you guys wanted it all in pennies! I nearly broke my back trying to lug all those coins down to the office. Besides, my fingers turned green and my food tasted like copper for weeks. All I can say is, bring on the BEA!!!



## HEART OF GOLD

Hey, I sass that Hoopy Bill. Now There's A Food Who Really Knows Where His Towel Is. Ashley 'Sensational Gravity Girl' Harter Apple Creek, OH

**B** Ashley, you've got a Heart of Gold! Now help me get this whale and bowl of petunias off my desk. The only answer I can give you is 42! Now for something really important: where can I get some tea?





**GAME  
PLAYERS**  
THE MAGAZINE FOR VIDEO GAME ADDICTS

**adrenalin**

# YOUR NERVOUS SYSTEM WILL GIGGLE LIKE THE 12-YEAR-OLD GIRL YOU REALLY ARE.

Adrenalin takes you to the edge of the Web and throws you off kicking and screaming. Get killer moves for the latest games and sneak previews of upcoming releases straight from the mouths of the techno wizards at *GamePlayers* magazine. Hell, you can even download shareware or play

games right on the Internet. And don't forget to check out the rest of the multifaceted dreamscape that is Pepsi World.



You'll find everything from movies and music to pop culture and chat rooms. So jack into Adrenalin and experience cerebral overload so intense you'll laugh all the way to the emergency room. Only at Adrenalin and only in PepsiWorld. <http://www.pepsi.com>

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# YES, THEY ARE CRAZY!

A while back, we ran a contest called "Yes, I Am Crazy!" The premise was really simple and the prize was totally fantastic! All you had to do was send in a photograph that proved to everyone out there that you were 100% totally, certifiably, lost in the ozone, bats in the belly CRAZY! If you were the one who most looked like you needed a vacation in the Rubber Room, you'd win two PlayStations, a Link Cable and two copies of *WipeOut* and *Twisted Metal*! Well, the pictures rolled in and, needless to say, we became a bit concerned over the sanity of some of our readers. Just take a look at the individuals on this page. Don't these pictures just

screen out for help? Shouldn't these wackos be locked up? PASS THE STRAIT JACKET, MARTHA!!! Anyway, the winner of the "Yes, I Am Crazy!" contest is **Lise Gries of Brookings, SD**. That's her, completely covered in duct tape. We've got a strange feeling that, after they peel her out of all that tape, she'll be the Number One contender for our "Look, Ma, No Skin!" contest. Enjoy the prizes, Lise, you've earned them! By the way, after judging all the photos, we sent them to the National Mental Health Center, along with your addresses! You can expect some visitors soon... nice visitors, in white coats... carrying really big nets...



## WINNER!

Here's **Lise Gries**, our Duct Tape Cover Girl. How the heck does someone come up with an idea like this? I guess a Duct Tape warehouse isn't a very good place to be bored...



# Connections

I am an 18-year old male who likes to write. Drop me a line and I promise to write back to all.

Jacob Hernandez  
P.O. Box 702  
Saginaw, MI 48606

I'm a 16-year old female looking for a friendly 16-18 year old male penpal.

Melinda Hernandez  
270 Nichols St.  
Bridgeport, CT 06608

I am a 14-year old boy. My hobbies include playing games, listening to music, and collecting cards.

Eric Roberts  
2424 Rivermont Dr.  
Kingsport, IN 37660

I am 14. My favorite games are RPGs and fighting games. Please write me.

Amber Burdeshaw  
3850 Hartley St. Rd.  
Macon, GA 31206

I am looking for a girl 13-17 to trade tips with. I'm 15. I have Genesis, SNES and a Gameboy.

Andrew Ahern  
298 Central St.  
Acton, MA 01720

I'm 12 years old and would like a penpal my age that has a Super Nintendo system.

Cody Dame  
511 West M  
McCook, NE 69001

Looking for penpal, boy or girl, at least 15 years or older. I have both a Genesis and a Super NES.

Bill Thoden Jr.  
5717 Lee Ave.  
Milwaukee, NJ 08332

I'm 15-years old and enjoy Sci-fi and strategy, stimulation and role playing games.

Kyle Goscinik  
8996 Luma Rd.  
Millington, MI 48748

I'm 14 and anxious to exchange letters, codes and cheats.

Luis Raul Diaz Rios  
HP-02 Box 11538  
Humacao, PR 00791

Die hard gaming guru with my one zine and comic company wants penpals, contributors, and artists. I'm 17.

Cory You  
3655 Sunset Blvd., #71  
Rocklin, CA 95677

I am looking for a penpal between the ages of 12-20. Either boy or girl. I like sports and fighting games.

Andy Hottovy  
7601 E. Oxford Ave.  
Denver, CO 80237

I am a 12-year old boy who likes all of the fighting games.

Matt Russell  
527 E. 72 St. #2A  
New York, NY 10021

I'm 12 years old and would like a penpal just to talk about anything. I'd prefer a boy from 12-14.

Alexis Lee Ang  
287 Connecticut St.  
Greenfield, MA 01301

Nandahyung City  
1550  
Metro Manila,  
Philippines

I'm a 21-year old male who loves video games. I would like a penpal 18-21.

Hugo Garcia  
1308 W. 225th St. #6  
Torrance, CA 90501

I'm 13 years old and I have a Genesis, and Game Gear.

Brandon Kruser  
815 Arbor Ave.  
Wheaton, IL 60187

I'm a 14-year old boy looking for a penpal.

Shane Gingles  
P.O. Box 8  
Powellsville, NC 27967





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# IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

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**SIGNATURE MOVES™**  
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## "BOTTOM OF THE 9TH"



**3-D INTUITIVE  
BATTING SYSTEM**  
**TRAINING MODE**  
**WIND CONDITIONS**  
**"PLAY-BY-PLAY"  
ANNOUNCER**  
**PLAYER STATS**



**KONAMI.**

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# INFO TRAK

Did you ever notice how much of the stuff on our News page is centered around videogames? Could this just be a coincidence, or is it evidence of a vast, nefarious, underground plot? Hmm, we wonder...

## Warping to Saturn

The developers of *D* turn their exclusive attention to the Saturn

Warp, the developer best known for its horror-based graphic adventure *D*, has recently broken off ties with Sony Computer Entertainment. While the door remains open for future Warp titles on the PlayStation, the developers are currently shifting their attention exclusively to the Sega Saturn while maintaining future plans for the M2. Therefore, upcoming titles such as *Enemy Zero* will only be available for the Saturn.

The reason for the change in plans is, according to Warp, primarily due to SCE's distribution policies, claiming the company exhibits too much control in this area. If *Enemy Zero* turns out to be as much a success as their mega-hit *D*, Sony will surely be sorry to see them go.



The horror... The makers of *D* turn their back on the controlling practices of Sony.

## Playing the Numbers

Sony, Sega release new sales figures

Sony Computer Entertainment America has officially announced that one million units of the Sony PlayStation game console have been sold since its launch on September 9, 1995. In addition to Sony's hardware sales, developers have sold more than seven million dollars worth of PlayStation software. Among the best selling game titles are Sony's sport titles, with *NFL Gameday* selling a claimed 300,000 units and *NHL Face Off* selling over 200,000 units.

Although there has been a fair amount of skepticism of Sony's numbers within the industry, Sony stands by its numbers and states that the one million unit figure even boasts a 90% sell-through to the end consumer. If these numbers are indeed accurate, Sony may actually have captured 76 percent of the 'next generation' unit sales as it claims.

As expected, Sega leads the skeptics of Sony's numbers and has released a statement announcing that 500,000 Sega Saturns have been sold in North America since its release in May of 1995. Sega also goes on to claim a decrease in the PlayStation's domination since its impressive launch. With a promise to deliver 30 in-house games and a further 150 third party releases for Saturn this year, Sega fully expects to be ahead of the competition by the end of the year.

## Electronics Boutique

Runs For The Border

EB test markets PlayStation import titles

Recently, in a move that can only be attributed to the cutthroat nature of the videogame retail business, Electronics Boutique has become the first national retailer to begin test marketing Japanese versions of Sony PlayStation games.

The initial titles available in select Electronics Boutique stores across the nation are Namco's *Ridge Racer Revolution* and Takara's *Battle Arena Toshinden 2*. The games are priced at \$89.99 each. The stores are also selling spring adaptors that will bypass the PlayStation's lockout on early shipment PlayStation. But EB is concerned of a potentially high return rate on the games since recent PlayStations feature a hardware fix that prevents the bypass from working.

Considering the imports' high retail price and their limited usability on import PlayStations and early release U.S. versions, it is a bit surprising that EB is pursuing this niche market. Official comments from Sony and Namco have been a resounding 'no comment', but it seems likely there would be concern of the import games stealing sales from the U.S. releases of the same games.

Playmates Interactive seems to have the most to be concerned about, considering they have paid for the American conversion of *Toshinden 2* and will release the game in the U.S. on May 14th. Any sale of the Japanese *Toshinden 2* would have royalties going to the game's developer, Takara,

thereby undercutting potential Playmates revenues.



Some EBs are reportedly looking at *Tekken 2* as their next import title.

# The Sky Is Falling! The Sky Is Falling! Again

Saturn drops \$50 in U.S., \$100 in Japan

Sega of America, in what can be viewed as an effort to increase its market share in the 32-bit arena, has lowered the price of the Saturn Core system to \$249 as of April 1, 1996. Saturn systems that are bundled with the *Virtual Fighter Remix* game have also been reduced \$50 to a price of \$299.

But the \$249 price drop may be just a precursor to further reductions, as a new streamlined Saturn has been available in Japan since late March for a price of \$199. Although the Japanese Saturn 2.0 sports a thinner white casing, there is no performance difference from the currently available Saturn. Sega claims that a redesign of the interior mechanisms and new mass production techniques allow for production savings that can be passed on to the consumer. Sega of America's official position is that there are no current plans to bring the Saturn 2.0 to the U.S., but states that future actions will be dictated by the market conditions.

In related news, Sega has also revealed that it is working on a new controller that will feature a new 3D analog mini-joystick. The new controller is initially slated to be used with the much anticipated Saturn game *Nights*. Both the game and the new controller will be available this fall. Whether this new controller will become the Saturn's new pack-in controller remains to be seen, but it appears that Sega is taking the threat of the expanded capabilities of the Nintendo 64 controller seriously.



Panasonic's 3D0 price hits rock bottom

Panasonic, in the wake of the Goldstar 3D0 multi-player's liquidation price drop, has followed suit and dropped the suggested retail price of its game machine to \$199. But unlike Goldstar, which has decided to exit the videogame hardware business permanently, Panasonic explains its price cut as an effort to stem the tide of the Sony PlayStation and the Sega Saturn and prepare for Matsushita's forthcoming M2 upgrade.

Whether Panasonic's explanation holds up is questionable, as certain national retailers have reportedly already been selling the 3D0 for less than \$199 in an effort to clear inventories. Regardless of whether Panasonic was forced into this price reduction, it can only help them in an ever more competitive 32-bit gaming market.



# Surfin' For Codes

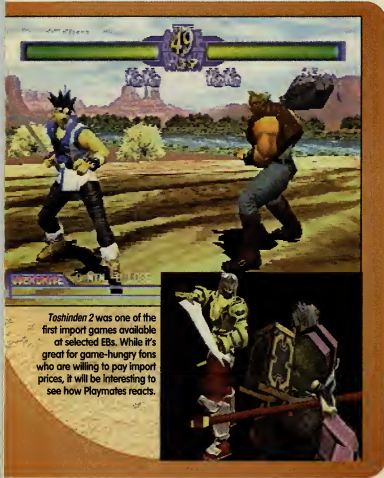
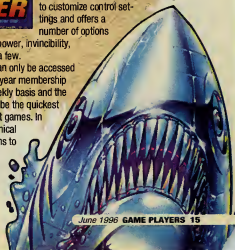
Game Shark web site up



Yes! Interact Accessories, Inc. has announced that its 'Surfing With The Sharks' Codes Web Site is now on-line. Located at <http://www.game-shark.com>, the site offers news, codes and contests for owners of the Game Shark video game enhancer product. The Game Shark (available for both the PlayStation and Saturn) allows the gamer to customize control settings and offers a number of options

like unlimited lives, unlimited power, invincibility, weapons, and levels to name a few.

Although codes can only be accessed on the site by paying a \$5 per year membership fee, they are updated on a weekly basis and the site offers what may very well be the quickest access to codes for the newest games. In addition, those who need technical assistance can E-mail questions to the customer service department, and receive a response within 48 hours.



*Toshinden 2* was one of the first import games available at selected EBs. While it's great for game-hungry fans who are willing to pay import prices, it will be interesting to see how Playmates reacts.



# GAME GOSSIP...

Step right up and open yer eyes and ears! We're ready to astound and amaze you with the inside info you just can't get anywhere else! Hey! I said open your eyes, mister!

## Nintendo Gets Ready For The Big Show

E<sup>3</sup>'s right around the corner (in fact, it will probably already be in progress when you read this) and Nintendo plans to blow the doors off its competitors with the US unveiling of Nintendo 64. In addition to *Ploewings*, *Marlo Kart* and *Adventure of Link* (which is halfway done) Nintendo plans to show hot original titles like *Wave Race* along with several third party titles. • Nintendo will also unveil three big Super NES titles, including a rumored game that Shigeru 'Mario' Miyamoto has been working on. Still, a Nintendo insider claims that Nintendo will 'really have to work' to regain its lost market share, and E<sup>3</sup> will be a 'must win' show for Nintendo.

## PlayStation Show Fails To Impress

The recent Sony PlayStation Expo in Japan wasn't much home about. Game Players spoke with several developers and most were 'disappointed' or 'unimpressed' with the Sony shindig. • The few highlights of the show included Sony's own *Motul Toon Gran Prix 2* and *Jumping Flash 2*, both of which offered nothing substantially new over the previous games. One third party liaison in search of new product told us, 'With the amount of crap and glut of PlayStation product that's filling the Japan market now, it leads me to believe that Sony hasn't learned anything from Atari's mistakes during the 80s.'

## New Games Spawn New Controllers

Well, it started with Nintendo's introduction of the 'ground-breaking' Nintendo 64 controller, and now Sega plans to release a new control pad to go with its forthcoming Nights title for Saturn — it will also utilize a new 3-D analog thumbpad (like the N64 controller). *Nights* will debut at E3 and Sonic the Hedgehog creator, Yuji Naka, is responsible. A flight/soccer game, *Nights* will skip sometime this fall and 'is like nothing anyone has ever seen before on Sega Saturn or any other next generation platform,' says Tom Kalinske, president and CEO of Sega of America. Not to be outdone, Sony also has an analog controller in development and a game that will supposedly use the new pad. One rumor points to *Crash Bandicoot*, although that it would seem that game is already too far in development. Hey, don't leave M2 out! Matsushita is also rumored to be adopting the new analog thumb-pad. Didn't Nintendo patent this, or something? I mean, everyone's running around trying to match Nintendo's moves, and they haven't even played with the N64 pad yet. Man, talk about industry clout...

## Sega Sizes Down Saturn

Sega introduced a redesigned 'cheaper' Saturn in Japan recently. Just as the price of the US machine dropped to \$250, a newly scaled-down version of the machine is set for a Japanese launch at about 20,000 Yen (\$199). Sega claims the new pricing is possible due to 'innovative mass production techniques and hardware changes.' The new system will still perform just like the original and have the same features. A US release hasn't been determined but is eminent and, as a result, Sega expects worldwide sales of Saturn systems to get a much needed boost from the price change.

## EB's Import Sales Are Causing A Stir

Electronics Boutique has begun selling imported Japanese PlayStation games through special test market stores throughout the country. Over 30 EBs nationwide have already received and begun selling *Ridge Racer Revolution* and *Battle Arena Toshinden 2*, both which are retailing for \$89.99. Neither game will play on American PlayStation without using the classic disc swap technique.

While *RR Revolution* and *Toshinden 2* will both soon be available stateside, 'early adopters' who want to purchase these games through EB may want to act quickly. A spokesman for Sony claims that although no formal announcement has been made, 'Sony will put a stop to this practice.' The reason? Well, in the instance of *Toshinden 2*, T-2's share will distribute and collect revenues for all Japanese versions of the game sold, while Playmates has the rights to the US shores. Any import sales of the game will cut into Playmates' stateside revenues. Sources inside Playmates and Namco (whose *Tekken 2* is rumored to be next on EB's list) echo Sony's statement, although neither would make a formal announcement.

## Bits and Bytes

Digital Pictures closed its doors permanently due to poor sales and the inability to find new investors. • Shiny's new 3D action platform game *Wild 9's* is currently the subject of a publishing dispute between Playmates and Interplay. Rumor has it that Interplay now owns Shiny. Playmates claims rights as part of a previous three game deal with Shiny. • Nintendo will re-release Super *Marlo Kart*, *Zelda: A Link To The Past*, and other 16-bit classics for the Super NES, partly in anticipation of the Nintendo 64 versions of those games. • Finally, to be seen at the E3 show in May, Mindscape's *MegaRace2*, which will make it's way from the PCDD to PlayStation and Saturn, and from MicroSoft comes *Monster Truck Madness* and *NBA Full Court Press*. It's rumored that MicroSoft will use these and other titles to break into the 32-bit world. Also expect *Rayman 2* from Ubi Soft and *ClanDestiny* from Triblodye. We'll have more inside info from the world's greatest videogame trade show in 30 days!



# ULTIMATE MORTAL KOMBAT



The wait is over.



The biggest Mortal yet is now on Sega Saturn.



Williams

MIDWAY



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# HIT LISTS...

Hey, you! What's your five favorite games? Why don't you write 'em down and send 'em in to *GAME PLAYERS*? We'll count 'em up and show the results here. You might even get lucky, just like *Dan Balser*, of *New York, NY*! His Mystery Prize is on the way! Send in your top five games. You could see your name here next month!!

## OUR READER'S TOP TEN

Based on our reader mail!



**Donkey Kong Country 2**  
Super NES  
Nintendo



**Killer Instinct**  
Super NES  
Nintendo



**Ultimate MK 3**  
Arcade  
Midway

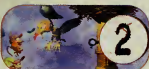


**NBA Jam TE**  
Saturn  
Acclaim



**Toshinden**  
PlayStation  
Sony CE

**Chrono Trigger**  
Super NES  
Squaresoft



**Mortal Kombat 3**  
Super NES  
Midway



**Final Fantasy III**  
Super NES  
Nintendo



**Virtua Fighter 2**  
Saturn  
Sega



**Tekken**  
PlayStation  
Namco



## OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!



**NBA Live '96**  
PlayStation  
EA



**Street Fighter Alpha**  
Saturn  
Capcom



**Time Crisis**  
Arcade  
Namco



**Super Mario RPG**  
Super NES  
Nintendo



**Resident Evil**  
PlayStation  
Capcom



**Super Bomberman 2**  
Super NES  
Hudson Soft



**Bottom of the Ninth**  
PlayStation  
Konami



**Street Fighter Alpha 2**  
Arcade  
Capcom



**Panzer Dragoon II Zwei**  
Saturn  
Sega



**Soul Edge**  
Arcade  
Namco



**Super Mario RPG**  
Super NES  
Nintendo



**Super Bomberman 2**  
Super NES  
Hudson Soft



**Bottom of the Ninth**  
PlayStation  
Konami

## WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game sys-

tem you own! Send your postcard to: Write Yer Own Dam List, *GAME PLAYERS*, 150 North Hill Drive, Brisbane, CA, 94005. We'll do all the math and publish your compiled list every month! So get on it and write yer own dam list!

Be careful what you  
say to her,  
she's hiding a crossbow  
under that dress.



And for the few who aren't impressed,  
let's not forget Shadow's black belt  
in Ninjitsu, Ph.D. in computer  
science, and the two other  
X-PERTS fighting along-  
side who can do just  
as much damage.  
And all three of  
these trained

government specialists are just  
waiting for you to control them...  
pounding terrorists, torturing  
the ones who



won't cooperate, hacking Aqua's  
computer system. All for the sake of National Security. And while  
you wield your X-PERTS against the bad guys, you'll be doing so with  
motion captured SGI rendered graphics, which means saving the  
free world will look better than ever... after all, just look how she  
turned out.



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U.S.: 1-800-388-SEGA. \$39.99 (suggested). \$14.99 (low). Must be 18 or have parental permission. TCO (Phone required). Seg of America Canada: 1-800-451-5223. U.S.: 1-800-451-5223 (re-recorded).



For more info, visit Sega's web site at <http://www.sega.com>  
or on CompuServe at GO SEGA.







# WEB STUFF...

As the videogame industry continues to flourish in the United States, it's becoming more and more interesting to periodically check in with what's going on in the industry around

the world. Of course, the most interesting country to watch, when it comes to videogames, is Japan. Let's face it, probably better than 70% of the best games come directly from Japan and it's always exciting to watch what's going on in the very epicenter of gaming. Recently, we're starting to see some other emerging markets though, such

as many super-hot developers in Europe. For example, games like *WipeOut* from Psygnosis and *Thunder Strike 2* from Core were both developed in Europe and there are still plenty of awesome games coming from overseas. This month, we bring to light a few of the hottest international Web sites in videogaming. Viva la videogames!

## FutureNet Japan Online

From Tom Publishing, the largest and most comprehensive videogame publisher in Britain, comes FutureNet. Mirroring the company's vast interests, FutureNet covers every recreational activity you can imagine, but perhaps none so thoroughly as videogames. Whether it's news on publishers and developers, reviews of all the latest games or game cheats, you can find it on FutureNet. There are differences between the European scene and the American or Japanese scenes and with all the hot development that's going on in Europe right now, it's definitely worth checking out. <http://www.futurenet.co.uk/>



Finding reviews on all the latest European software is as easy as point and click on the FutureNet site.



Covering all aspects of the industry, FutureNet has extensive coverage of all the major players including, Sega, Nintendo and Sony.

## Sega of Japan

Absolutely one of the most exciting games divisions in the world, Sega of Japan has been responsible for such titles as the *Virtua Fighter* series, *Daytona USA*, and the *Virtua Cop* series. The list goes on and on. So what could be better than going straight to the source for all your Sega of Japan information? Check out the latest arcade games, like *Virtua Fighter 3* and *Gun Blade* New York. Get the early scoop on new Saturn games. You can even find out about Sega of Japan's business dealings. OK, there is one drawback for the average American web surfer. Most of the site is in Japanese, however, there are a few pages with English translations available. As we all know, a picture's worth a thousand words. Overall, the Sega of Japan site is an excellent place to check up on what Sega's up to. <http://www.sega.co.jp/>

If you're looking for the latest information on Sega's next arcade title or Japanese Saturn releases, this is a great place to check.



OK, this isn't really a Japanese site, insofar as the page was actually created in the US. However, this is an awesome site for finding information on Japanese releases and even check out some non-gaming interests of the Japanese. What's nice about this site is that, while it is solely dedicated to all that is Japanese, it's created with the American user in mind and therefore is very easy to follow and to appreciate.

<http://www.japanonline.com/games/home.html>

Japan Online is everything you need to know about the Japanese gaming industry, but prepared with the American user in mind.



Keeping up with the Japanese market is an absolute essential for the serious videogamer.



If you're lucky, the information you'll be checking out will be available in English.

Sega of Japan's business dealings. OK, there is one drawback for the average American web surfer. Most of the site is in Japanese, however, there are a few pages with English translations available. As we all know, a picture's worth a thousand words. Overall, the Sega of Japan site is an excellent place to check up on what Sega's up to. <http://www.sega.co.jp/>

## Sony PlayStation Scandinavia

Well, if you needed proof that videogaming is not just an American and Japanese phenomenon you should check out Sony PlayStation Scandinavia, a website set up for the Scandinavian gamer. While there's not too much here to learn beyond what you can find in any worthwhile American gaming pub or web site, it's still pretty interesting to see gaming news written in Swedish. Check it out for kicks, at the very least.

<http://www.idgonline.no/playstation/playstation.html>



Sony PlayStation Scandinavia is proof that the Sony PlayStation is truly a world-wide phenomenon.

## Sony PlayStation of Japan

As the PlayStation continues to establish itself in the US as top-quality gaming hardware, it's important to remember exactly from whence it came. The Sony PlayStation launched in Japan close to a year before it made it to The States. Excitement in Japan is just as strong today, if not more so. Due to PlayStation mania in Japan, it's extremely important to keep a close eye on what's going on over there. A great way to do so is to check out Sony's official PlayStation page for Japanese PlayStation owners. Check out all the upcoming releases, including tons of Quick Time movies for soon-to-be-released titles! <http://www.sony.co.jp/officialps/SME/Playstation/>



All the Quick Time movies you could ask for are here at the Official Sony PlayStation page of Japan.



Get a look today at the games, that will be imported to the US in future months. Yes!!!

# DEATH.

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# PREVIEWS

## NIGHTS

Sega for Saturn

Well, if you're going to claim to know anything about videogames, then the name Yuji Naka is one to be committed to long-term memory. As if being the creator of *Sonic The Hedgehog* for the Sega Genesis isn't enough, Naka is currently working on a new Sega exclusive title that will likely have the same kind of impact as the original *Sonic*. *Nights*, a 3D action/adventure game for the Sega Saturn, has been described as everything from 'ground-breaking' to the 'competition killer' and, while it's still too early to make these kinds of judgements, THIS GAME LOOKS SUPER COOL!

The action takes place in a dream-like landscape where the player has total 3D freedom to run around on the ground and then, with the aid of *Nights*, the main character in the game, take to the air with acrobatic expertise. Whether you're battling nightmarish dragons or zipping in and out of obstacles through the air, *Nights* is based on fast-paced and immersive action that is designed to take the player to a brand new level of gaming. While the game's graphics are easy enough to admire, Sega assures us that the gameplay is just as revolutionary as

Offering a choice of characters, Elliot or Claris, should add to the overall appeal and diversity of the game.



The real magic of the game seems to be in the flying mode.

The artistic quality of *Nights* is sure to be one of its strongest qualities.



Talking to the air to fly through gates and hoops gets your character extra points and bonuses.

the look and that *Nights* represents the most advanced development from the Saturn yet. One thing's for sure, Mario, Crash and even Sonic are going to have some mighty tail competition in *Nights*. We will be following this one as closely as Sega will allow — look for more information next month!

Exploring on the ground is only half the fun of *Nights*, but with the total 3D freedom the game offers, there's all sorts of potential for fun.



Battling giant enemies seems to be the real challenge of the game. When the enemies look this good, however, it's almost a shame to have to fight them.



The artistic quality of *Nights* is sure to be one of its strongest qualities.

When the fat lady sings — people listen!



With the bizarre, dream-like environments, it seems anything can happen in *Nights*.





# WAR GODS

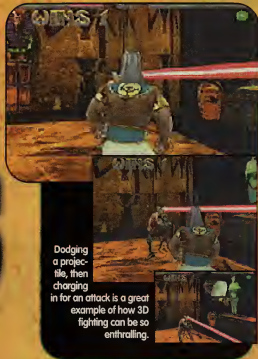
Williams for Arcades

Now that *Mortal Kombat* fever has finally started to slow down, Williams brings the same fighting system to 3D with *War Gods*. The characters are made of polygons with texture-mapped video on top. The end result is *Mortal Kombat* in 3D. However, the differences it brings to play is where *War Gods* could succeed or fail.

In a 2D environment, action is forced and constant, but with full 3D mobility, it's possible to avoid action and possibly slow down the fighting. However, Williams has answers for this as well. Each character has charge moves, teleports, projectiles, and holding moves, which really bring the action in anywhere in the arena. For example, Pagan (a female character played by Kerri Hoskins, but we refuse to mention her skimpy outfit one more time) has a move that can hit from anywhere in the arena, so if her opponent is running off in fear, she can jump across the arena, wrap her legs around his/her head and throw them to the ground. She also has a move where spirits come out of the ground to hold the opponent in the air. Her quick run over and upport brings the action back again.

It's difficult, at first, to get a grip on all the different ways to fight, making the game a little slow. But when watching some of the programmers go at it, it was amazing to see the variety in the fights. With full 3D ability, a wide array of moves, and the swooping camera, the combat can be simply beautiful to watch. The game also features finishing moves, which weren't yet in place when we played the game. According to the developers, there are going to be a couple of gory polygonal finishing moves for each character. They said the title would "make MK's fatalities look like cartoons." Yowza!

There's more good news for those of you interested in this game. Williams Entertainment is bringing it home on the PlayStation, Saturn, and Ultra 64. Expect the title to come home around Christmas and expect another Senate hearing as well.



Dodging a projectile, then charging in for an attack is a great example of how 3D fighting can be so enthralling.



Anokaris is one of the coolest characters, with his magical spear and thorned head.

Even the punch and kick animations look just like *Mortal Kombat*'s. Familiarity is sure to breed success for this title.

Up close the characters are surprisingly crisp, but the whole game is a bit dark and pales in comparison to Sega's upcoming *VF3*.

The finishing moves weren't in the game yet, but just imagine a polygon head wrapped in a video texture-map rolling on the floor gushing out blood.



She can get her legs around your head from anywhere on the screen! Man, I love her.

Fresh from the pro-wrestling tour, Kabuki Joe is apparently the god of trailer trash all over the world.



Watching Voodoo move in 3D is quite humorous, but when he starts throwing bats at you, it isn't funny anymore.

# Shred FES<sup>T</sup>

Electronic Arts for PlayStation/Saturn

From the same developers that brought you *Road Rash* comes the ultimate snowboard experience. Real snowboarders like Shaun Palmer, Seth Miller, Tina Basich, and several more all had a hand in making *Shred Fest* to insure the accuracy and feel of the game were just right.

Just like *Road Rash*, *Shred Fest* features an alternative music soundtrack, hours of stylish video, and a real edgy presentation. The gameplay sends you to the slopes of eight different resorts, with different runs at each resort, a snowboard shop for upgrading equipment, five levels, hidden runs, and a final bonus helicopter event in Alaska. You can go on the pipe against another player or start competing to earn cash and work your way to the Alaskan finals. Realistic physics, intuitive controls, and hot tricks offer an ability to create your own tricks. You can even compete in non-sanctioned events that have you cutting by skiers, but knock one over and the ski patrol is on your ass.

Knowing who's doing this game and the depth which they are approaching it, we expect *Shred Fest* to do for snowboarding games what *Road Rash* did for street racing.



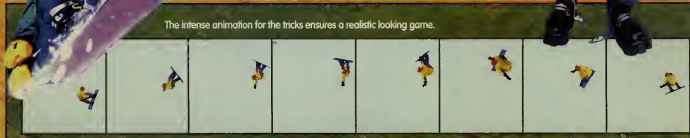
Recognize these funky fish-eye animations? Just like the ones in *Road Rash*, and the video looks even better.

The snow flying up off the boards and the realistic physical modeling give *Shred Fest* a very real look.



The early shots of the slopes are looking real crisp, hopefully tons of moguls and obstacles will make it even more interesting.

The intense animation for the tricks ensures a realistic looking game.



# DIE HARD TRILOGY

## Fox Interactive for PlayStation

For all of you out there that have been complaining about the lack of blood in the sterile polygon worlds of the 32-bit systems,

*Die Hard Trilogy* is the game you've been waiting for. Based on the *Die Hard* series of movies, *Die Hard Trilogy* is actually three games in one.

Each of the games is based on one of the movies and features a different style of gameplay. The first game is a *Doom*-type action game with a "from the rear/overhead" view as opposed to the first-person perspective. Search out and destroy the terrorists that have taken over the Nakatomi Towers while rescuing hostages. Game two is a *Virtua Cop*-type first-person shooter that has you doing some serious interior design modifications to Dulles International Airport.

The major improvement over *Virtua Cop* is the blood and gore and the fully interactive background that retains any damage you inflict upon it. And if you happen to shoot a terrorist while he's standing near a wall, his blood will splatter against the wall! The third game is a *Twisted Metal*-type driving game that has you frantically searching city streets for nuclear warheads hidden by terrorists. Although your vehicle is unarmed, there are plenty of car crashes and

pedestrians who will splatter against your windshield.

All in all, *Die Hard Trilogy* flaunts some of the most impressive graphics and sound yet seen for the PlayStation. Couple that with the variety of gameplay and *Die Hard* should be one of the better gaming values coming out.



What *Die Hard* offers that *Virtua Cop* doesn't is copious amounts of blood and gore and the ability to utterly destroy the surrounding environment! Yes!



## Hello Traffic School!



Detailed effects, like this lens flare, elevate the gameplay experience in *DH1*.

This is one blood-thirsty game! That red stuff was a pedestrian!



If there's one thing we enjoy as much as gratuitous gore is gratuitous destruction. *Die Hard Trilogy* boasts some of the best explosions ever seen in a videogame!

## Blood Lust

Based on the first *Die Hard* movie, the first game



begins in the garage of the Nakatomi Towers. Kill the terrorists and rescue the hostages, but more importantly create a bloodbath any way you can!

A great effect in the game is the ability to shoot out windows.



The sound and image of shattering glass is almost as enjoyable as the spurting blood.



grenade to cause chain explosions, but make sure you're not standing too close!

Explosions are another high point in *Die Hard Trilogy*. Toss a

## Shred Fest



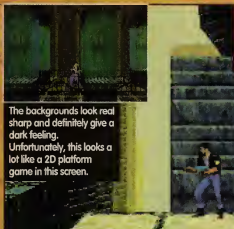
The second game (based on *Die Hard 2*) begins outside of Dulles International Airport. But soon the death destruction spreads to the inside of the main terminal.

That handgun not quite powerful enough for you? Launch a missile to toast a terrorist. Man, did we just blow the skin off that guy?



Fail to find all those pesky nuclear warheads and they'll come looking for you!





The backgrounds look real sharp and definitely give a dark feeling. Unfortunately, this looks a lot like a 2D platform game in this screen.

Some great scenery and an interesting storyline makes *Sirens* an interesting title.

## Sirens

CAPS Productions for PlayStation



No, this isn't a Hugh Grant movie with a naked Elle MacPherson or even a game based on said movie. Instead, *Sirens* gives you Rieve Larson, a futuristic L.A. punk whose quest is to resolve the age-old conflict between good and evil. The game is a non-linear, third-person, science-fiction game that takes you through several bizarre and terrifying scenarios. Play unfolds in huge devastated wastelands, tight claustrophobic warrens, mid-air, and the traditional underwater levels. The makers of the game tell us that *Sirens* is supposed to be, 'a chilling drama that is played out in a parallel time and place, where the line between the laws of nature and the surreal of the unconscious are blurred'. Way cool!

We'll be visiting HeadGames studios in the Portrero Hill district of San Francisco in a few weeks and shall return with gobs of coherent information for your perusal.

Here you see that all motion isn't in 2D, but the character does look real flat.

Capcom's extensive library of animated 2D fighters continues to get ported over to the PlayStation and Saturn.

*Marvel Super Heroes* is another classic Capcom fighter, with the smooth SF engine and some huge Marvel characters. Already on the PlayStation and Saturn are *Street Fighter Alpha*, *X-Men: Children Of The Atom*, *Night Warriors*, and *Darkstalkers*. And each one of those games has been arcade-perfect and a great addition to the library, we fully expect *Marvel Super*

## Marvel Super Heroes

Capcom for PlayStation

*Heroes* to be just as good, if not better. Stay tuned for even more info on this one.

In a typical battle of super-heroes, Spidey sticks it to Psychole. The game looks just as good as the arcade version.



He's big, green and he doesn't look too happy. If big and mad ain't your cup of tea, how about trying Ironman on for size?

## Werewolf: The Apocalypse

Capcom for PlayStation/Saturn

When you're dealing with a Werewolf, then you're dealing with a morph. Here's Jonah in his human form...

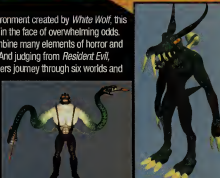


and (gasp) in his Werewolf form. Now if he starts dancing around and singing 'Thriller', I'm really going to be scared.



Based on the popular environment created by *White Wolf*, this RPG centers on heroism in the face of overwhelming odds. *Werewolf* is going to combine many elements of horror and fantasy to create a rich gothic environment. And judging from *Resident Evil*, these are things Capcom can definitely do. Players journey through six worlds and three sub-worlds as they travel to places as exotic as the Amazon, Russia, and San Francisco. This is a one or two player game, and although we haven't seen much the idea sounds great and we expect big things. More on this next month.

These are just two of the enemies that are going to make *Werewolf* so interesting.



# SCORING BIG ON PLAYSTATION!



*"A very fine FIEA-beating performance." - X GEN*



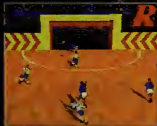
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## Disruptor

Universal Interactive Studios for PlayStation

This story-driven first person shooter features 14 SGI-modeled levels, each with a distinct look all its own. The overall look is still *Doom*, but what we've seen so far indicates that *Disruptor* could very well be a great game in its own right. One of the new features is psychic powers like energy drain, self-healing, and violent energy bursts that add to the more than ten traditional weapons. Tons of hidden challenges and secret areas to keep you playing, along with over 20 different enemies to confront.

Universal is behind the making of *Cash Bandicoot* and *Disruptor* promises to be another solid title. More on this game after the big E3 show.

The traditional *Doom* hallways are looking real sharp in *Disruptor*, and it looks like the developers are taking full advantage of the PlayStation graphics engine.



On the rooftop you are witness to some of the spectacular graphics, and whatever that weapon is it looks mighty deadly.

## Breath Of Fire 3

Capcom for PlayStation/Saturn

After our cover story a few months ago, it's nice to see another RPG headed for the Saturn and PlayStation. Capcom is going to continue its *Breath Of Fire* series with *Breath Of Fire 3*, which is going to feature large and detailed 2D characters who interact in a fully 3D polygon world. The player is able to select from different viewpoints, which may reveal secret passageways, hidden enemies, or unseen treasures.

After seeing what Capcom did with *Resident Evil*, we are more than excited about this game.

No more short fat people? Is it possible that the 32-bit systems can finally eliminate this RPG staple, or are we merely kidding ourselves? Early character design for *BOF 3* shows that Capcom wants the characters to get real.



## Grand Theft Auto

BMG Interactive for PlayStation/Saturn

Finally, a game that lets you choose to be the good guys or the bad guys, because, lets face it, breaking laws is much more enjoyable than enforcing them. *Grand Theft Auto* is an action driving game that catapults you into the adrenaline rush of crime, high-speed chases, and breaking the law. Several major cities are featured and you can drive absolutely anywhere you choose — down streets, freeways, industrial zones, ghettos, the airport, the suburbs, down sidewalks, and even more. A wide variety of stolen get-away vehicles (from a Ferrari to a bus) are the transportation of choice as you maneuver through the cities avoiding the fuzz.

But you don't have to be the bad guys, you can choose from three different game scenarios. The aforementioned escape the police as a get-away driver breaking past road blocks, running red lights, and general rabble-rousing. Or you can join an illegal race where winning isn't just a goal — it's the only way to survive. And last, you can be the fuzz and hunt down robbers, car thieves, and reckless joy-riders (maybe a stop at the doughnut shop and 'going on the take' are secret options). The whole game is played from a top-down perspective and the screenshots we have don't show much, but a chance to escape the law or carry a badge give this game a real interesting angle. Definitely one we're looking to get more info on, stay tuned.

## Firs + Kland

BMG Interactive for PlayStation/Saturn

Hey, if you think the name is weird, just wait until you hear

the story. An orangutan cop from New York (that's right, a monkey pig) and a crazy, street-wise alley cat, from the Bronx form an unlikely union (like any union between an orangutan cop from New York would be likely) to solve a dangerous mystery in the city that never sleeps.

The game is a one or two-player action adventure that lets you control one or both in the dynamic (or just plain weird) duo. The animation takes you through 15 levels for non-stop action. *Firs & Kland* also features an Active Auto Detect feature that automatically adjusts gameplay difficulty according to a player's skill and ability. We haven't seen much on this crazy game yet, but just the idea of being able to control an orangutan cop has us very curious. More on this one as information comes in.



There's something special about a heavily armed orangutan with a badge. It takes a lot of years in the zoo to develop a serious attitude like this guy's got.





## Big, Ugly Head

## Machinhead

U.S. Gold for PlayStation

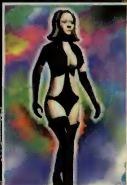
**B**est described as a cross between *Doom*, *Thunder Strike II* and a racing game, *Machinhead* is an

intriguing title that lets you fly across a real-time alterable 3D landscape on a rocket-powered hover bike. There are four main missions, split into several levels each, as you direct the heroine, Kimberly, on a mission to save the future of mankind from the genetic mutations of one Tony Defresco. Tony has already destroyed much of the Earth and has transformed himself into a malformed giant head called Machinhead.

Although we haven't received a playable version yet, what separates this game from the plethora of similar fare is its seemingly superior 3D engine. As you tear along the landscape, taking jumps and skidding around corners on your hover bike, you will be treated to such effects as true light-sourcing, shadow-mapping, night and day effects, fog, lens flares, and transparent glass.

*Machinhead* certainly seems to feature the details necessary to make us anticipate its late summer/early fall release.

Meet Tony. He's a little insane, but only if you consider turning yourself into a giant head and destroying the human race anti-social.



But hey, there wouldn't be a game without

maniacal evil guys. And who'd want to pass up an opportunity to cruise with Kimberly on her hover bike?

## Hopefully Better



Sure, it has that *Doom* look. But with real 3D enemies, as opposed to sprites, and first-class effects, there's a good chance that *Machinhead* will do its 3D environment right.

This is only the intro screen, but whenever I said a really big truck stickin' it to The Man, I get real excited!



The smoke effects look awesome as the odd-looking character, Dim, zips through the desert.



## Extreme Dreams

CAPS Productions for PlayStation

**H**eadGames, the developers who did *X-Men 2: The Clone*

Wars have hooked up with CAPS Productions to put out a couple of new games for the PlayStation. The first game they're working on is *Extreme Dreams*, a character-based action racing game for the Sony PlayStation. You get to take control of Dim, a stickler who escapes the responsibilities of his mania go by nailing his rocket board. Real-time rendered graphics play host to Dim, while the morphing backgrounds add some real variety. *Extreme Dreams* boasts incredible speed, some very funky backgrounds, and a tongue-in-cheek look at Generation X.

The screens we have show some real unique artwork, but how the gameplay works we still don't know. Next month, we'll report back from our trip to the studios with much more information.

Yes, this is another one of those license games. But these shots seem to indicate that there doesn't seem to be anything to fear here. Actually, U.S. Gold is releasing three separate games to take advantage of the marketing frenzy that will accompany this year's Summer Olympics in Atlanta. *Olympic Summer Games* and *Olympic Soccer* are pictured here, but there is also *Dream Team Basketball*. All three games are slated for a June release.

*Olympic Summer Games* features 15 different events and allows for a multi-player capability. Since we don't have a playable version yet, we can't comment on gameplay, but hopefully it'll measure up to that arcade classic *Track and Field*. *Olympic Soccer* certainly looks impressive, but it remains to be seen whether it measures up to the likes of FIFA '96 from Electronic Arts. *Dream Team Basketball* is probably the most eagerly awaited title around here. There should be some information available on it by the next issue, we hope.

A Summer Olympics game can be counted on to feature a number of track and field events, but with 15 different events, *OSG* should offer a nice variety.

## Soccer Sucker



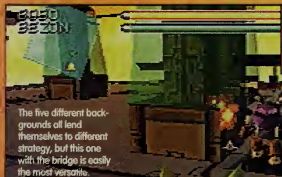
Yes, yet another soccer game - this time, *Olympic Soccer*. You'd think there wouldn't be a need for anymore soccer games after FIFA. But at least this one seems to look great...

# Olympic Summer Games and Olympic Soccer

## U.S. Gold for PlayStation

### Go for the Gold!

These shots certainly indicate that *Olympic Summer Games* won't skip in the graphics department. But the real question remains, will the gameplay be as exquisite as the visuals?



The five different back-grounds all lend themselves to different strategy, but this one with the bridge is easily the most versatile.

## Robo Pit

### THQ for PlayStation/Saturn

This game has been out in Japan for quite a while and it has enjoyed great success. You can build your own robot piece by piece and then take him into a league of over 100 robots, where you have to battle your way to the top. Each time you win, you can take one of your opponents weapons, but when you lose, you suffer the same fate. The battles are a lot like Sega's arcade game *Virtual On*, with missiles, in-close weapons, jumping, and hiding behind walls. Another cool feature is the ability to pick up trees and rocks and chuck them at your opponent. The consuming one-player game is awesome, but even more fun can be had in the two-player split-screen mode. The split-screen does take away from the graphics, but the play is quite addictive.

*Robo Pit* isn't the best-looking game, but everything we've seen and played has us real excited for the final version.

Taking off in the air is a great way to seek out your opponent, but a real easy way for him to find you as well.



You can create your own robot and arm him different for each fight.

From this high up, all of the really cool geography is revealed! This shot implies that the game has a more-than-passing resemblance to *Jumping Flash!*



Picking up rocks and chucking them at the enemy robots is an awesome move, and very effective.

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## Fade To Black

Electronic Arts for PlayStation

**B**illed as a sequel to *Flashback*, *Fade To Black* continues the tale of

Conrad as he wakes from a long cryogenic sleep to face the same alien enemies he battled 50 years ago. Now the morphs have taken over the entire solar system and are bent on enslaving the whole of mankind. What else is new?

Featuring an advanced 3D engine, *Fade To Black* has texture-mapped, Gouraud-shaded characters populating six huge levels, with many sub-levels and sub-missions. Multiple camera angles allow for a movie-like presentation of the action and numerous weapons and high-tech gadgets add to the furious assault. There are also cinemas before, during and between levels that help the story unfold.

Although the game sounds like a *Doom/Resident Evil* hybrid, expanded player controls that enable peeking around corners and over your shoulder should add some interesting twists. *Fade To Black* is scheduled for a June release so we should know pretty soon.

### Run, Conrad, run!



Those enclosed passage ways have this game reeking of a *Doom* done, but then few games are truly original. A good story and expanded control features could propel this title above the mediocre masses.

**Y**ou know, it seems like we've been following the progression of this game forever. But fear not, we finally received a final Japanese version and the American version is in the works.

Changes in this version seem to be limited to a FMV intro sequence and additional cars available for your racing pleasure. The FMV features Japanese race champion Keiichi Tsuchiya (known as the 'Drift King'). Although it is not known if Keiichi will be in the U.S. version, the basic premise of the game is to defeat lesser opponents before facing a final showdown on the streets of Tokyo with the 'Drift King' in the scenario mode. One-on-one races with no surface traffic can be accessed in the VS COM mode.

Graphics for the most part have been cleaned up rather nicely, although the game still doesn't measure up visually to the likes of *Ridge Racer* or *Sega Rally Championship*. *Tokyo Highway Battle*'s trump card remains in its ability to upgrade and tune your car after race victories and the thrill of navigating around traffic while racing opponents.

### Full Motion Filler



Seems like every game now days has to have a FMV intro sequence. *Tokyo Highway Battle*'s FMV introduces you to Keiichi Tsuchiya and his considerable talent.



### Hey Good Lookin'!

Enemies, enemies, everywhere. We know you shouldn't judge a book by its cover, but anything this ugly deserves to be blown away!



3D  
FLIP  
SHIELD  
NORMAL  
WATCH  
MESSAGE 1

### Hero Wanted

After you've saved the world once, you're not going to go back to a career in the fast food service industry! Take a nap and, fifty years later, there should be a demand for your services again.



## Tokyo Highway Battle

Jaleco for PlayStation

### Revenge of the Economy Cars Pt. 2



Although there's no super cars in here, the array of driving choices has expanded to include a Toyota MR2, Nissan Skyline, and Subaru SX.

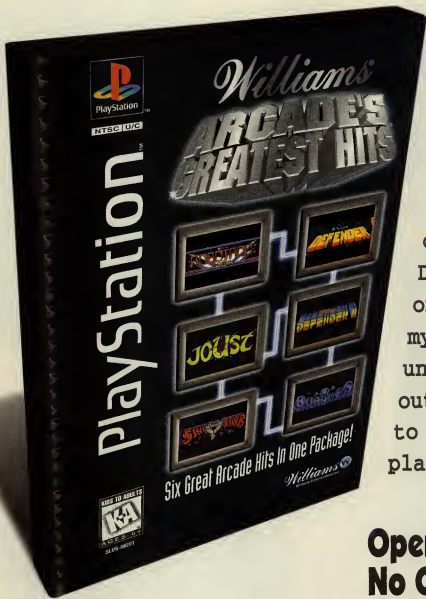
### Get Reckless!



1st  
2nd  
3rd  
AT 4th

One on one or open season, *Tokyo Highway Battle* offers you the choice of endangering innocent commuters or not.

"Hey Dad, what video games  
did you play in the olden days?"



"Son, I remember walking through snow 10 feet high just to get to the arcade. In those days the games were only a quarter and Duran Duran was always on the radio. Me and my buddies would play until they kicked us out, then we would go to our favorite pizza place"...

**Open All Night.  
No Quarters Needed.**

Williams  
Williams Entertainment Inc.



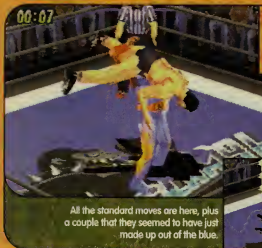
Super NES® and GENESIS™ versions coming soon.

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HYPER-EXCITING,  
ULTRA-VISUAL,  
100% PURE...

# Japanese PREVIEW



All the standard moves are here, plus a couple that they seemed to have just made up out of the blue.

## Fire Pro Wrestling Human for PlayStation

Fully-3D characters make *Fire Pro Wrestling* a truly next generation wrestling game.

One of the biggest selling titles in Japan is *Fire Pro Wrestling* and with its graceful polygon action, it's no wonder. With the exception of a few big licensed titles, wrestling games in the US have always been a hit or miss kind of deal. In Japan, however, the continuous flow of wrestling titles commands a great deal of attention. They just keep getting better all the time. The challenge of wrestling games in the past, however, was always in trying to translate 2D sprites into 3D gameplay. With *Fire Pro Wrestling*'s fully-polygonal characters, however, this is no longer a problem.

Run your character all over the ring; there are no limits.

*Fire Pro Wrestling* is a pretty good game, with lots of real wrestling moves, but there are some pretty serious problems with collision detection and sluggish controls. If you love wrestling games, you're going to have to check this one out. Chances are good that it will make it to the US in some form or fashion. Hopefully they'll be able to substitute American wrestlers to make it feel right.



Problems with collision detection are most noticeable when one character moves right through another.



## Rockman X3

Capcom for PlayStation/Saturn

Sure, we know what you're thinking. That's not Rockman, that's Mega Man, and well, you're half-right. The difference is that this is the Japanese version of *Mega Man X3* for the Saturn. In Japan, his name is Rockman. Go figure. OK, that's enough about the name, the real excitement is that *Mega Man X3* is coming to 32-bit consoles. From what we've seen so far, the 32-bit version doesn't look much different from the classic 16-bit games, but the gameplay should still be great. With all our beloved 2D heroes going 3D, it's pretty cool to think that at least one is going to stay true to his roots, and hopefully there will be enough innovations

to make it worth doing on the new systems. Look to see an American version in the near future.



Even in the jungle, Rockman still has to worry about laser blasting mechs.



Sticking to the standard formula of floating platforms and mech bosses, *Rockman X3* is a pretty literal translation of the 16-bit games.

Another *Mega Man* game, another ice world—it just wouldn't seem right without it.

## Wild, Pure, Simple Artdink for PlayStation

Details on this one are still a little light, but this game just looks like so much fun that it was hard to not show what we've got. Surviving as a caveman in a completely untamed world has long been the dream of many an adventurous soul. Finally, they'll have their chance! Unfortunately, we don't know of anyone planning to bring this one to the US just yet, but if this adventure is half as fun as it appears, American companies will be lining up. We'll keep you well-informed on this one.

Clubbing little piggies is just another reality in the life of a caveman. Take that, Babe!





## Motor Toon Grand Prix 2

Sony for PlayStation

While most American gamers probably don't know there was a

*Motor Toon Grand Prix 1*, Japan is currently preparing for the release of the sequel. Following closely the formula of the original, *Motor Toon Grand Prix 2* is a wacky racing game with cute little cartoon racers and cute little cartoon tracks and cute little... well, you get the point. It's doubtful that the *MTGP 2* will ever be brought to The States, since the original never made it, but now that the PlayStation is so well established in the US, who knows?

Sticking closely to the style of the original, *MTGP 2* is still cartoony, but in a much cleaner, more sophisticated way.

Utilizing a cartoon philosophy, any place is fair racing territory in *MTGP 2*.

## King of Fighters '95

SNK for Saturn

Representing the first of the Neo Geo ports to the Saturn, *King of Fighters '95* is thought by many to be one of the finest 2D brawlers of all time. With tons of characters and a unique team-match feature, this is state-of-the-art fighting action. From the looks of what we've seen in the Saturn version, this game is going to be pretty hot compared to the 24-bit Neo Geo capabilities. If you love Neo Geo fighters, then you're in luck — *King of Fighters '95* should be something special.

The advanced color palette of the Saturn seems to be doing wonders for the graphic detail of the game.



With its intricately designed backgrounds and fierce, fast action, *KOF* is one of the best.

## Life

The ultra-simplistic graphics may not be very sophisticated by today's standards, but they have a definite style missing in many games.

The graphics we're seeing for *Arc The Lad*

It are so far beyond the original that it's hard to believe they're from the same series.

Wandering around the 3D landscape reveals all sorts of unusual objects and creatures.

New action sequences and battle scenes should make this sequel something really special.

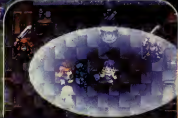
With lots of new cinematics, the story unfolds dramatically before your eyes.

## Arc The Lad II

Sony for PlayStation

Just last month we took an early look at the sequel to what is proba-

bly the most popular Japanese RPG for the PlayStation to date. This month, however, we just had to hit it again because of all the great new shots we were able to obtain. Unfortunately, since we're still waiting on the first *Arc the Lad* to be released in the US, we most certainly have quite a wait before we see this one here, but eventually we should be getting something really great.





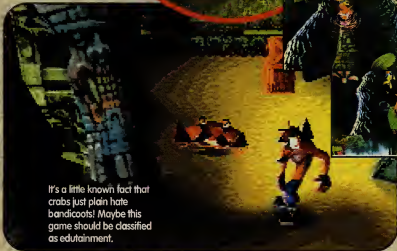
# CRASH BANDICOOT

## A Mascot in the Making



According to Webster's, a bandicoot is a of several very large rats of Southern Asia. Meet Crash!

Any game where a rat rides aboard a donkey is OK with me.



It's a little known fact that crabs just plain hate bandicoots! Maybe this game should be classified as edutainment.

Recently, Sony made a surprise announcement concerning a big rat. No, it wasn't Sega or Nintendo, but rather *Crash Bandicoot*, a 3D platform game hero for the 32-bit generation.

Acquired from developers Naughty Dog, of *Way of the Warrior* fame, Crash has the look of extra special care and long hours that make a game

stand out amidst the masses. When asked about Crash's corporate mascot potential,

Sony claims that the game will make of itself whatever it becomes. Obviously, they thought the game looked like the right stuff to do battle with the upcoming Sonic and Mario titles and from what we've seen so far, they could be right.

Offering the next generation gamer a

next generation experience is the obvious goal for *Crash Bandicoot*. Playing as Crash, the game is made up of pre-rendered 3D backgrounds with varying camera angles that show-off the free-mov-

ing nature of the game. The shots we've seen so far are all from the first of three islands Crash will visit in the game. If the other two islands look as good as this one, the graphics will defi-

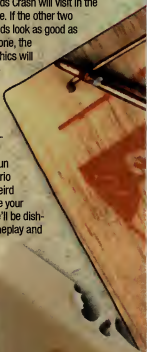
**Of course, the real question will be how much attitude that crazy rat has.**

nately be top-notch. Of course, the real question will be how much attitude that crazy rat has. Oh yeah, and I guess we're pretty concerned about the gameplay too. For the time being, it's fun just to think about Sonic, Mario and Crash in some sort of weird videogame death match. Use your imagination. Next month, we'll be dish-ing out the full scoop on gameplay and some later levels.

There's just something about a water level that makes gamers happy — this gamer anyway.

It's almost a darn shame to have to leave

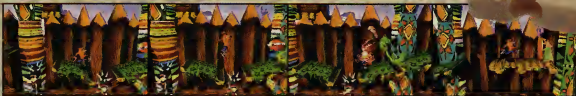
the water when it looks this damn good, but everyone knows a rat's best work is done in the forest.





The intricately designed levels and detailed graphics of the first island alone are enough to get pretty damned excited about, not to mention the rest of this game.

Built around the principles of a classic side-scrolling action/adventure game, there is plenty of running, hopping and enemy-bashing in this bandicoof's immediate future.



Highly reminiscent of *Little Shop of Horrors*, this plant seems harmless enough until you get too close.



Of course, getting too close to the plant is the only way he'll show you his big plant teeth!

What good is a game about a South Asian rat without a visit to the local Tiki hut?



Offering a number of path choices, *Crash Bandicoot* will offer the gamer 3D freedom for exploration.





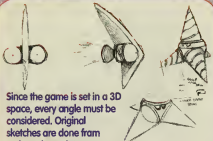
## It's Kinda Sketchy...



Each character in the game starts as a simple pencil sketch.



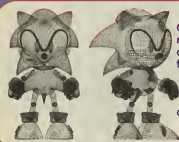
Some early concepts will end up being changed drastically by the time they reach the final game, if they make it at all.



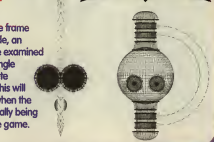
Since the game is set in a 3D space, every angle must be considered. Original sketches are done from various viewpoints.



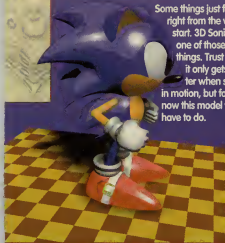
The preliminary sketches are then turned into 3D, wire-framed models.



Once the wire frame model is made, an object can be examined from every angle with complete accuracy. This will help later when the object is actually being placed in the game.



Some things just feel right from the very start. 3D Sonic is one of those things. Trust me, it only gets better when seen in motion, but for now this model will have to do.



The model is then finished off with texture maps and rendered in extremely fine detail for future use in the game.

while the artists are getting started on the conceptual look of the game, the technical members of the team, Oler Alan and Chris Coffin are busy establishing the game engine. In the end, it takes each end, it takes each element, technical, art and design working



Taking a character idea from pencil sketch to fully-rendered 3D

model is no easy task, but Computer Graphics Artist Andrew Probert makes it look easy, as he demonstrates a test animation for one of the Egyptian-influenced enemies in the game.

together to make a great game.

The next piece of the Sonic puzzle that was revealed to me was the walk-map of levels. In order to get the flow of the game just right, the team has taken over an entire wall where they plot potential levels of the game in place. By having this kind of visual representation of the game, potential scenarios and paths can be assessed before they are actually put into effect in the game. Another advantage to having the entire game represented in this kind of flow chart is that you can actually get a feel for how big the game

The level flow chart establishes the layout of the game's levels. One of the goals of the Sonic Team displayed in the flow chart is to take advantage of the game's 3D freedom with plenty of path choices.

is going to be. Finally, the flow chart is just a great way to keep the game organized.

My final stop for the day was to check in at my new Sega-based office. I don't know exactly whose office it was that they allowed me to deal for a few minutes, but it sure helped to make a few less feet at home to see my name on the door. I don't even have a name plate at **GAME PLAYERS** — go figure.



## Q & A with Mike Wallis

**M**ike Wallis is the very young and very excited producer of *Sonic X-Force*. Though he was not too eager to be put in the limelight, we did manage to convince him to answer a few questions about our spiky blue friend and other related issues...

**GP: Has the Sega Technical Institute worked on any of the other Sonic titles?**

**MW:** Yes, STI was responsible for *Sonic 2*, *Sonic 3* and *Sonic and Knuckles*.

**GP: How does someone your age end up being Producer on such an important title as *Sonic X-Force*?**

**MW:** I've been at Sega for about 18 months now. I started at Electronic Arts and then I was at 3DO. I guess it was my diverse product background — I worked on all types of games — sports games, action games. So, a lot of hard work as well as having a diverse background gives you that experience to be able to work on such a high profile title.

**GP: In your opinion why has Sonic become so popular?**

**MW:** There's sort of an intangible there. I mean, he's cool and he's got an attitude but he's not like a Mickey Mouse type — you know, everyone's lovable character. I don't know, how do you define cool? [laughs at his own answer.]

**GP: How does it feel to have the fate of one of the biggest video game characters of all time resting in your hands?**

**MW:** It's extremely exciting. The whole team is very jazzed about it which is great because it keeps their motivations high. They're working late each night and as producer I don't have to go out there and say "Get to work!" because they do it on their own [laughs at his position as authoritarian]. I help them in any way I can, keeping the entire project in view, and lending input and assistance.

I'm also very lucky to have such an amazing team working on this game. Oler Alan, besides being technically brilliant, makes considerable contributions on the design side. Andrew Probert's artwork is, well, fantastic! And Chris Serra, a creative force like no other, is the glue that binds this team together. It's really a whole team effort, and this team is one of the best.

**GP: Outside of changing the game from 2D to 3D, what are the other big challenges of making this game?**

**MW:** The bottom line is that it has to be fun. The gameplay needs to be top-notch. We also need to keep Sonic's image up. He's cool and he needs to do cool things so we've given him some new moves. The graphics also need to be top-notch as well, keeping in line with the past Sonic titles. And the speed, Sonic is about being fast.

**GP: What are the main aspects that must be maintained in *Sonic X-Force* from the earlier *Sonic* titles?**

**MW:** The three big aspects are speed, graphics and gameplay.

**GP: Are there any achievements that you're not expecting to be able to do that would really add to the game?**

**MW:** Right now we're experimenting with a lot of different (camera) viewpoints. It would be great to develop a time machine so that we could spend as much time as we wanted with the game. Bringing Sonic into a 3D world in itself is a huge achievement. Just being able to see him running around in a non-linear 3D environment is huge.

**GP: What are the advantages to working with the Saturn over any other platform?**

**MW:** The Saturn's strength lies in its diversity. It has strong support for sprites and geometry, which fits in well with our game design.

**GP: How do you plan to use the Saturn's strengths?**

**MW:** Well, with the Saturn, of course we're going for a 3D environment. The world will be built out of fully texture-mapped polygons, while the actors, objects, and Sonic himself will be 3D-modeled sprites. With VOPs, the Saturn is capable of

pushing a lot of sprites, and with VDP2, we can manipulate some fantastic backgrounds. I think you're going to see that we've got a lot of surprises! (The Saturn's VDP1 processor handles all the action of the game while the VDP2, a totally separate processor, handles the backgrounds.)

**GP: Is there anything that you and your team hope to do with Sonic this time that has never been done?**

**NW:** We want to keep all the main aspects of the previous Sonic games — the exploration, the speed, the bonus rounds and a lot of hidden stuff, but we want to give Sonic new moves. We're giving him a ring-throwing move. I mean, why did he carry all these rings in the other games? But now he can throw rings and so it's kind of a trade off. Do you want to throw your rings, which are, in essence, his life or do you want to hang on to them and use your spindash?

**GP: How did you arrive at the story for Sonic X-Force?**

**NW:** We've had a number of different iterations of the story. In the latest one, Robotnik is up to no good again, trying to steal the Rings of Order from their proper keepers Bobowski and Tiana. We were also trying to keep the image of Sonic evolving into what is considered cool today, like surfing and bungee jumping. Sonic is a character of the times.

**GP: What is your favorite Sonic game?**

**NW:** Personally, I like Sonic 3 because it's more open, there are cool bonus rounds, and there is a lot more exploration over Sonic 2.

**GP: What other kind of games do you enjoy playing?**

**NW:** I like *Virtua Fighter 2* and *World Series Baseball*. I think *World Series Baseball* for the Saturn is a top-notch title! I also just completed *Wing Commander IV* over the weekend and I just ROCK at *Command & Conquer*!

**GP: Have you had a chance to see any of the other comparable 3D action/adventure games?**

**NW:** Well, I've seen *Jumping Flash!*, but of course that's all first-person and some of the graphics are flat polys. It had a lot of good gameplay value. The graphics could be better, but a lot of people don't care about that because it did have good gameplay. *Captain Quasar* for the 320 is a good example because it's a 3D modeled guy (although the perspective is different from Sonic). However, I think he's too big, which restricts your field of vision. If you run around a lot, you'll often find yourself in a mess real quickly because you don't have enough time to react. So there are issues with size and speed during development that you need to balance, especially when you're talking about a third-person, 3D game.

**GP: Beyond Sonic X-Force, is there somewhere you'd like to take Sonic after this game?**

**NW:** This isn't going to be the only Sonic game on Saturn by any means. He is Sega's flagship guy.

**GP: How is Sega supporting the product?**

**NW:** From a marketing and PR end, Sega is devoting all available resources to this title. From a product development standpoint, if we needed additional people, we would not have a problem getting them.

**GP: Describe the gameplay for Sonic X-Force.**

**NW:** Sonic can be controlled with virtually full freedom of movement, running in or out of the screen, left, or right. Of course he has a spin-dash, can jump, and duck. He can attack using the traditional "hopping" or with his new moves, one of which is the ring-throw. There will be a secret areas, bonus rounds, and areas where he can take advantage of his speed. Plus there are some really big gameplay elements that are not yet ready to be revealed.

**GP: How will it differ from a 3D game like *Dup*?**

**NW:** It will involve 3D worlds, but you won't be constrained by linear paths. Sonic is free to roam the game's sequence of Acts and take advantage of one of the Sonic game's hallmarks — physics. Sonic's a speedy guy and can keep up with the times.

## New Features

All of Sonic's fancy footwork from days gone by is back, but this time around there are some new features as well. Here are just a few that are in test mode at present. We'll bring you more in later issues.



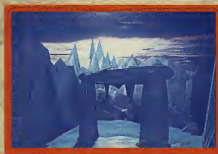
**SpinBash** - A quick forward attack modified from the Spindash.

**SpinSlash** - A mid-air, 360 degree attack.

**Ring Throwing** - Just what you always wanted Sonic to be able to do.

## Conceptual Level Designs

Below are three conceptual images of different levels in *Sonic X-Force*. If the final game looks anything like these images, we'll have something to be very excited about



This conceptual image of the Crystal Frost level conjures up images of a slippery 3D ride through a dangerous world.

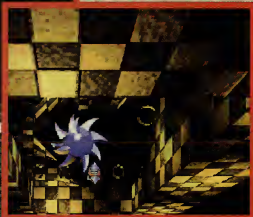




Here we see the Hedgehog in his natural habitat!



Sonic's standard spin move takes on a deadly new twist!



## The Story-line: Sonic Saves The Day

The new story introduces two new characters — one, an old man named Professor Gacabo Bobowski and the second, his daughter Tiara B. Neither character is playable in the game but they are both well-represented in the game's cinematics and there is always the possibility of future involvement in later adventures.

As with every great hero, Sonic's greatest joy in life comes from saving his friends from the clutches of evil, and in *Sonic X-Treme*, very little has changed! At the beginning of the game, we find Sonic doing a little surfing when he sees the Bluestreak distress signal in the sky. The signal is coming from Professor Gacabo Bobowski and his daughter Tiara B (Sonic in *Drags*? You make the call). Keepers of the six magical Rings of Order, and the castle wherein they practice the ancient art of ring smithing, Bobowski and Tiara are in fear that Dr. Robotnik, Sonic's arch-nemesis, is after their precious rings. Dr. Robotnik has, at this point, already made one attempt at stealing the Rings of Order. It is determined that only Sonic can fight off Robotnik's attempt and to do so, he will need to collect the six rings himself. From there, Sonic sets off to gather the six magic Rings of Order, battling Robotnik's Badniks all the way. Just another day in the life of a super hedgehog.



Even after all of the new 3D upgrades, that traditional Sonic feel and look cover every inch of the game.

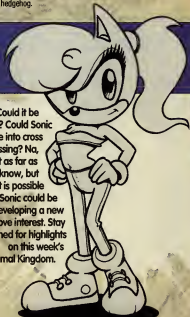
With grand plans like this conceptual image of the Red Sands level, we can see that the Sonic Team means business.



Playing around in a jungle level like Jade Gully is exactly the kind of excitement the Sonic Team feels gamers are eager to experience.



Could it be true? Could Sonic be into cross dressing? No, not as far as we know, but it is possible that Sonic could be developing a new love interest. Stay tuned for highlights on this week's Animal Kingdom.





## What's got more attitude than a 2D bobcat? Come on... that's an easy one.

**W**hen you think of the big 16-bit side-scrolling action games, names like *Sonic* and *Mario* top a very long list. However, somewhere in the confusion, surfaced a bobcat with all the attitude of a first-class side-scrolling mascot, and that bobcat was named Bubsy. Fast-forward a few years through one less-than-stellar 16-bit sequel and the emergence of a new 32-bit market and we find ourselves on the verge of discovering a whole new side to Bubsy. Over the past fifteen months, Edictic has been working with the character of Bubsy in an effort to send him into a totally 3D world for his next big adventure. It's done it.

Bubsy 3D takes the very essence of a side-scrolling action/adventure game and turns it

into something completely new. Playing games in a 3D polygonal world is not exactly new to PlayStation and Saturn owners, but never has a world so large and involved been attempted on either platform. From the following early look at the game, everything seems to be working just fine. Add tons of creative enemies, pin-point timing and plenty of hopping around on floating platforms and you've got the very ingredients of a successful platform game (2D or 3D). For many developers this would have been enough, but the creators of this game were too excited to stop there.

Technically speaking, expectations for the game are all extremely high, including a frame rate of 30 fps, high-resolution graphics and more polygons than you'd expect to see in this kind of game. The real excitement, however, comes from the time and effort put into the details of the game's development. Particularly proud of its lo-tech approach to animation, every single frame of motion in the game is first created in pencil form and then later translated to 3D, giving it a real old-school cartoon feel. Also, add interactive 3D music and sound effects and the immersive quality of the game gets that much bigger.

What's even more exciting still, is the painstaking effort to create intricately designed levels filled with secret rooms and puzzle-like patterns that take the game beyond just another action/adventure game. Look for Bubsy 3D on PlayStation and Saturn in the near future.

# BUBSY 3D



Working your way through the valleys of the game is a rewarding process of trial and error.



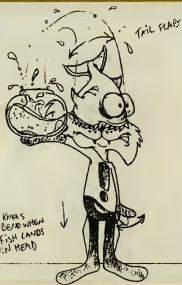
Each stage is set-up by an image of what is to come.



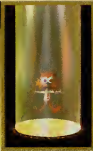
## MEAGER BEGINNINGS

You might be tempted to think the pencil is a thing of the past in video game development. Think again.

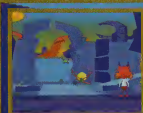
The developers of Bubsy 3D live by the pencil sketch and the ultra-smooth end-effect shows-off this technique in a big way. The illustrations shown below are all actual sketches from early game design and most are represented in the game in some form or fashion. In a day and age when most developers are willing to let the computer do most of the work, Bubsy developers Edictic simply won't have it.



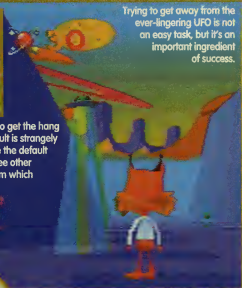
KNEES BEAT WHEN FISH LANDS ON HEAD



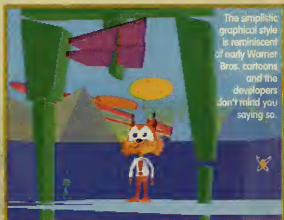
The death scenes are a big part of the humor of the game. With tiny little details revealed each time they play, these are far from filler animations.



While it takes a few seconds to get the hang of the controls, the end result is strangely intuitive. If you don't like the default setting, there are three other configurations from which to choose.



Trying to get away from the ever-linger UFO is not an easy task, but it's an important ingredient of success.

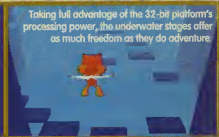


The simplistic graphical style is reminiscent of early Warner Bros. cartoons, and the developers don't mind you saying so.

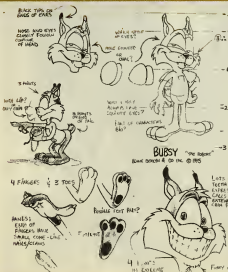


Encountering 'Wookies' in many shapes and forms is all part of the fun, but taking them out is the real challenge.

Figuring out the complex patterns and routes to take throughout the game is as much part of the overall fun as battling a big boss.



Taking full advantage of the 32-bit platform's processing power, the underwater stages offer as much freedom as they do adventure.



Taking an idea from simplistic pencil sketches to the final game animations is a rewarding process that gives the project an old-school feel.



In establishing all of Bubby's subtle facial expressions, actions and general characteristics, the artists at Edict created tons of hand-drawn sketches meant to bring Bubby to life.







# Final Fantasy VII

Yeah, I know, I know — we just had a feature on this game

last issue, but hey, when a game this big comes along, we pack the pages with as much stuff as we can get our hands on! This month we take an even closer look at one of the most eagerly-awaited next generation games, with loads more info and screens. The only problem is that you're gonna have to wait until '97 before you see this one here in the US (unless, of course, you can read Japanese and can afford import prices).

Since the original *Final Fantasy* hit Japan's Nintendo Famicom back in 1987, the series has gone on to sell a total of ten million copies, with each new version topping the last in depth and technology (*Final Fantasy II* was the

first 16 Mbit game ever, and *Final Fantasy VI* was the first 24 Mbit game). With Square's ever-growing need for more memory to hold bigger and bigger adventures, it only makes sense that the next *Final Fantasy* game make the transition to CDs, which can hold tons more memory than the largest cartridge. Still, the adventure in *Final Fantasy VII* is said to be so huge, Square needed TWO CDs to hold it all!

By pairing some of the best videogame talent in the world with the hottest computer graphics designers in Square's new LA facility, it looks as if *Final Fantasy* is primed to set the standard for RPGs yet again. Look for the Japanese release in early December, with a US release tentatively scheduled for the first quarter of next year. Until then, drool over these pictures and suffer, gang.

## game screens



When I first looked at the slick SGI-rendered backgrounds and the smooth 3D characters, I thought to myself, 'Sure, these look cool. Now let's see the actual game'. Then I saw these game screens... (gasp!)

This game just looks phenomenal. Amazing, even. Square really took advantage of the PlayStation's massive color palette, giving the environments a rich, realistic look. But the most impressive thing about these screen shots is that they show hints of real gameplay to go along with those gorgeous graphics, letting us know that, along with the incredible 3D modeling, Square's also found the time to make a game, too.



クラウド「目標は北東地帯だ！  
ザコにはかまわず進め！」



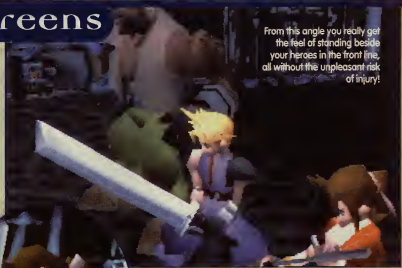
# More of a Good Thing

## combat screens

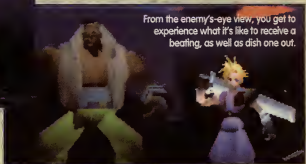


**N**ow this is what I expected from a 3D RPG — traditional RPG gameplay with boosted 3D graphics. Often times, the newer 'next-generation' RPGs stray too far from the classic elements that define the genre, giving us a great-looking game but not a great playing one. Thankfully, Square's unparalleled role-playing expertise shines through.

Notice the rolling 3D hills in the distance, and the beautiful sky behind them. I don't want to just roleplay there, I want to *live* there.



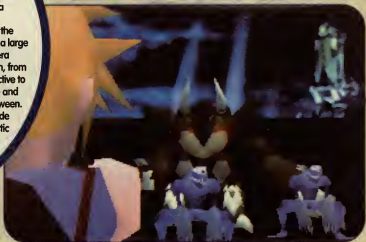
From the enemy's-eye view, you get to experience what it's like to receive a beating, as well as dish one out.



Unlike the rest of the game, where 3D polygonal characters are imposed over pre-rendered 2D backgrounds, the combat mode goes all-out with a fully-3D environment.

Because of this, the player can choose from a large number of pre-set camera angles to view the action, from your character's perspective to the enemy's perspective and nearly every spot in-between.

The combat mode also boasts some fantastic special effects, especially when it comes to magic!




# Rendered Backgrounds

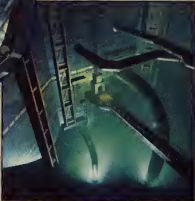
When Square first opened the doors of its new Los Angeles-based design house, many wondered if the company had lost its focus. After all, what would a Japanese videogame company that sells only RPGs, want with a big-time Hollywood production house?

Answer: Graphics, graphics and only graphics.

While the big brains back in Japan focus mainly on getting the gameplay right, Square's LA branch focuses solely on cranking out the best-looking 3D environments possible.




Square's Los Angeles-based graphics workshop has really outdone itself. The 3D-modeled backgrounds are so nice, so elaborate, that the player should become lost in this adventure more than any other to date.



These backgrounds look fantastic, but they should look this good if done on a high-end graphics workstation. What's impressive is that they look nearly as perfect on the PlayStation.

# character models



Here you can see some of the main characters' polygonal "skeletons". Each one is very complex, using a large number of polygons.





Hmm... treasure,  
just sitting there to  
be taken...  
Remember the  
opening to *Raiders  
of the Last Ark*?

Dramatic lighting  
effects are used to  
give every back-  
ground that extra bit  
of unparelleled real-  
ism — simply  
amazing. Have you  
figured out that I like  
this game yer?

**F**lying dragons  
and little round-  
headed guys  
never looked so good! While the  
backgrounds may only be  
pre-rendered 3D images,  
you can bet that every  
single bad guy and good guy  
in the game is a fully-polygonal  
character. This means that, while  
the background screens will only be  
viewed from a single fixed perspective, the  
characters can be seen from any  
possible angle. Square's design  
staff have really outdone  
themselves with the imaginative characters  
for *FFVII*.

More 3D characters to drool  
over. I don't know about you  
guys, but if I actually get to  
control a karate-fighting 3D  
frog, I'm gonna be in  
Gamer Heaven!



# TEKKEN 2

## New Moves

The two new characters, Jun and Lei, got loaded up with some of the most spectacular combos and moves in the game. Lei's crazy (you could almost say "drunken") fighting style has him hopping around for some amazing combos, while Jun uses several high-low combos to keep opponents off-balance. Old characters like Yoshimitsu were given several new moves for this game, like the insane Hari Kari maneuver. Press down + square + circle and Yoshimitsu turns his sword on himself. This can be used to avoid humiliation or as an offensive weapon.

If your opponent is behind you and close (or charging), you can use the Hari Kari to stab through your body and into his, doing equal damage to both. This works great if you've got more energy than your opponent, plus it shocks the hell out of people as well.

Yoshimitsu has also added several new sword maneuvers and combos. While Yoshimitsu got more moves than most characters, they all got some new tricks to play with.

The general moves have also been extended in

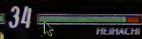
## Is the home version even better than the arcade — again?

We've been showing you screenshots of this game for some time now, but just before this issue closed, we got a finished Japanese version of *Tekken 2* for the PlayStation. After playing this game intensely for a few days, we can confidently say that *Tekken 2* could be the best PlayStation fighting game yet. The U.S. version isn't scheduled to ship until near Christmas time, but with any luck, Namco will reconsider and give us this one a little early. One reason Namco may reconsider is because of the new deal at Electronics Boutique, where you'll be able to buy the Japanese version now and even learn how to do the trick for your U.S. PlayStation.

*Tekken 2*. When you run and tackle an opponent, you can sit on his chest and beat his face repeatedly. Most characters also have a 3D dodge or attack move, which really extends the strategy even more. Some characters also have defense moves that allow them to grab an attacking opponent and put him into a throw move. All these additions just make the game that much deeper. As we continue to discover more, we'll let you know.

## That's Gotta Hurt

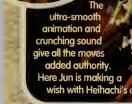
Breaking bones, cracking necks, and impaling on swords. Sound fun?



Heihachi's mega-noogie is finished with a good old-fashioned neck-breaker.



The ultra-smooth animation and crunching sound give all the moves added authority. Here Jun is making a wish with Heihachi's arm.



## The Characters

The ten characters you start with are Nina, Michelle, Lew, Paul, Jack-2, Heihachi (*Tekken*'s boss), King, a revamped Yoshimitsu, and the two new characters, Jun and Lei. After the original ten, there are at least 12 other playable characters in the game. The sub-bosses can be acquired the same way as in the first *Tekken*. As you beat the game with each character, you get their sub-boss. Returning as sub-bosses are Kuma, Armor King, P. Jack, Lee, Anna, Kunimitsu, Wang, and Ganyu, while the new sub-bosses are Bruce and Baek. After defeating the sub-bosses, you have to face off against Kazuya and then Devil Kazuya. If you beat the game with a sub-boss, you can control Kazuya as well. That brings the

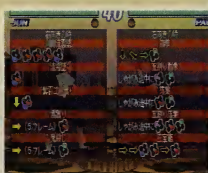
total characters up to a whopping 21. There are still two empty slots remaining. Those two slots are reserved for Roger, the boxing Kangaroo and the lizard, Alex. As for the question of whether Devil Kazuya is playable as well, he sure is, and his style is the most diabolical of all.

While a total of 24 playable characters may sound amazing, the truth is that all of the extra characters have virtually the same moves as the original characters. Still, the variety is amazing and should make other game makers take notice.



One of the new moves is that after you tackle someone, you can continually beat on their face.

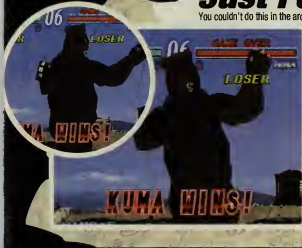
Press pause during the fight and you can see a large portion of your character's moves and how to do them.



Hold down select and press triangle to select your character and you get crazy, big-head, small-bodied fighters. Wow!

## Just For The Home

You couldn't do this in the arcade.



The big-headed bear dance is a victory dance like no other. It has to be seen to be believed. It looks like a scene from the upcoming John Singleton movie 'Baz in The Hood'.

Do it again for Kuma and you have the biggest head in video game history, 'all the better to eat you with'.

## The Graphics

In the arcades, Tekken 2 was a large improvement graphically on the first, due in large part to the addition of light-sourcing. The PlayStation version uses the same light-sourcing and looks just as good, if not better than the arcade. The backgrounds are a hundred times better than the original and, despite being a bit blocky, the characters are real crisp. Tekken 2 may not be in the same league as VF2 but at first glance you'd almost say Tekken 2 looks better. However, upon further inspection, you'll see that the smoother polygons of VF2 have yet to be equalled by any game.

## Additions For The PlayStation

What makes a port of an arcade game special is maintaining the same graphics and adding features that give the game more life at home. And with Tekken 2, Namco has proven once again that they know how important that is. Many companies just would've ported over an exact replica and saved money on additional development costs, but Namco added some additional FMV, built-in move lists, a practice mode, a survival mode, a time attack mode, a team battle mode, a big head mode and even a first-person mode! All this does is make a great arcade game an even better home game and, in the process, piss off more than one arcade operator.

The built-in move lists allow you to pause the game and find a move that could help you win. The time attack, survival and team battle modes all allow for different ways to play the game. The practice mode is a great way to fully understand the damage and blocking system. For each move you take, it tells you exactly what damage you do, what kind of block stops it, how long the combo is and, at one point, it even gave the bear a thought balloon.

Until Namco HomeTek (U.S.A. division) releases the U.S. version of Tekken 2, we'll be busy playing the Japanese one.



Yoshimitsu stabs himself to finish off Nina in one of the oddest fighting game maneuvers ever.



You've got a bear in the game, so you gotta have the maul, munch, munch move.





CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST  
CAN'T STOP  
MUST POP  
MUST BUST  
OR ELSE I'M DUST

# BUST A-MOVE

## ARCADE 2 EDITION



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**Acclaim**



## SATURN

GENRE / shooter  
PLAYERS / 1  
PUBLISHER / Sega  
DEVELOPER / Sega  
AVAILABLE / now  
PRICE / \$59.00



It's difficult to even imagine a more intensely beautiful shooter than *PDIIZ!* That is, now that TV has obliterated all my imaginative powers. — Patrick Baggatta

# PANZER DRAGON II ZWEI

When the original *Panzer Dragoon* was released for the Sega Saturn, people everywhere were floored by the amazing 3D graphics and graceful gameplay. Now, less than a year later, Sega is upping the ante in a big way with *Panzer Dragoon II Zwei* (*PDIIZ!*). Showing a bold initiative, Sega's development team set out to create an even more magical and wholly impressive adventure, and the results are

nothing less than spectacular. What's perhaps most important about the sequel, however, is not the fact that the graphics are even more incredible than the original, but rather the added depth of gameplay incorporated into an already solid engine.

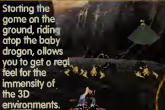
It's easy to look at *PDIIZ!* and allow yourself to be blown away by the intense 3D environments. It is, on the other hand, important to appreciate the details in the gameplay. While the overall approach to playing is one of "aim and fire rapidly", the developers were kind enough to dig a little deeper. One of the most impressive new gameplay elements is the evolving dragon.

This new feature allows your particular style of gameplay influence how your dragon is going to develop and therefore how he will perform and even where he will travel. Another awesome new feature is the addition of alterable paths, giving the player more of a choice in his/her adventure. Throw in a greatly increased field of vision, new weapons and devilishly bizarre enemies and you've got one hell of a shooter.

Finally, it is absolutely essential to give credit to this game for its incredible artwork. The artists for the game have created a uniquely stylized world filled with creatures so imaginative that they are to be marveled over. Not many games can be considered solely for their artistic value, but *Panzer Dragoon II Zwei* is quite simply gorgeous in a way that no other 32-bit game has been able to manage. In all, *PDIIZ!* is a first-class addition to the Saturn library and one that Saturn-owners should simply not be without. **GP**

## Beautiful Beasts of Burden

Starting the game on the ground, riding atop the baby dragon, allows you to get a real feel for the immensity of the 3D environments.

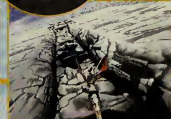


A new addition to the *Panzer Dragoon* mix, the evolving dragon adds a new sense of depth to the game's story and play.

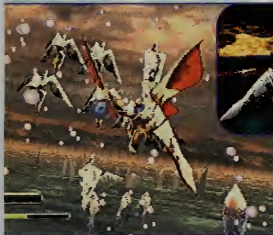
By the time your dragon sprouts wings, you should just be getting a feel for the game.



The intermediate dragon is closest to the dragon in the original *Panzer Dragoon*.



By the time you're riding the ancient dragon, you'll be well on your way to ultimate victory.



One of the most impressive representations of water yet, the river level is just amazing.



Never before has snowfall been so beautifully portrayed in a videogame.

## The Beautiful Danger

While you'll find danger around every corner in *Panzer Dragoon II Zwei*, you're sure to appreciate the views.

From the very beginning of the game, the dark and moody atmosphere is set in place.



Heading into the deep forest is a relaxing experience until the lasers start flying.





## The Boss Is Back

They're bigger and badder than ever, just the way you like 'em!



What's most impressive about the first boss is the fact that it's just plain enormous.

The forest boss is so damn cool that it almost hurts to have to leave him on the ground, writhing in pain.



When you see the river boss rise to the surface of the emerald green water for the first time, you will be amazed.

The new 'berserker' mode is a great help in times of desperation.

## A SECOND OPINION

Patrick's right, *Panzer II* totally rocks! Everything has been improved upon since the original game — better graphics, more imaginative stages and bosses, and loads more depth to the gameplay.

Just the fact that you can fight from the ground, as well as the air, really mixes things up and makes the action a lot more interesting. That's the one problem I had with the original — it was just too repetitive. Sure, the action was fast and fun, but it was exactly the same level after level. In *Panzer II* if you've got alternate paths to choose from, you can fight from both air and land; you can help customize your dragon, and the levels and enemies themselves are a lot more inventive. A definite must-buy for any Saturn action fan. — *Chris*



Racing through the intricate maze of tunnels is an especially tough, but gratifying, experience. Wow!



Increasing the field of view over the original *PD*, *PDII* allows the player to check out just about every angle imaginable.



Choosing different paths becomes an integral part of enjoying *PDII*.



GRAPHICS

10

MUSIC & SOUND FX

9

- The orchestrated music adds to the stylish grace of the game.
- There's nothing like the scream of a dragon.

- Probably the most beautiful game we've seen on any platform.
- The artwork is wondrously original.

INNOVATION

7

- The evolving dragon is completely original.
- The game's engine is pretty straight-forward.

GAMEPLAY

9

- The 360-degree views add greatly to the 3D play of the game.
- The game requires precise handling and pin-point shooting.

REPLAY VALUE

9

- Each of the several levels is enormous.
- Alterable paths give the game tons of depth.

ULTIMATE  
90%

## PLAYSTATION

GENRE / fighting  
PLAYERS / 1 or 2  
PUBLISHER / Playmates  
DEVELOPER / Tomsoft  
AVAILABLE / now  
PRICE / \$64.00



Well, it was as inevitable a sequel as *Porky's 2* and, now that *Toshinden 2* is finally here, I can finally stop watching *Porky's 2!* — Patrick Baggatta

# Battle arena Toshinden

When considering the phenomenal success of the Sony PlayStation, a few titles come instantly to mind, and the one that most often tops the list is *Battle Arena Toshinden*. Now, less than a year after the American release of the PlayStation, gamers are preparing for one of the biggest sequels of the year. The big difference with the release of *Battle Arena Toshinden 2* (BAT 2), however, is that, while the original was one of the first 3D fighting games on the market, the competition is no longer so sparse. Of course, fierce competition has long been the source of great inspiration, and certain innovations in BAT 2 demonstrate what can be done as the result of such pressures.

The most noticeable improvement over the original is definitely in graphics. From the incredible light-sourcing, to the increased detail of the character design, to the intricate and active backgrounds, BAT 2 is graphically a marked improvement over a game that was already considered stunning by most. The most significant gameplay innovation, outside of the fact that there are several new quality characters with

which to play, is the addition of charging moves. Each character is now equipped with four charging attacks, giving the offensive nature of the game a new spark. Also added are new pouncing moves and an over-drive meter which allows your character to attack with a great deal of strength and flesh.

While BAT 2 is definitely a step in the right direction, the sequel to one of the greatest fighting games of all time never quite generates the excitement of the original. It's tough to criticize a game that plays this good, but BAT 2 still suffers to some degree from choppy animations and occasionally sluggish controls. In the end, the sequel is more like the original than different, which is not a bad thing, but overall it's not likely to have the same impact. GP

## the new faces

All your favorite characters are back, plus some really awesome new characters and bosses.



Another cool new boss, with her giant energy swords and lightning-fast attacks, is Master.

OK, we all agree that having two guns is a bit unfair, but Vermillion is one awesome new boss character.

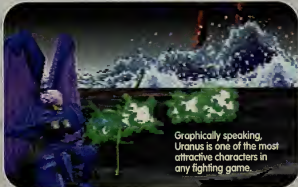


One of the best characters in the game is a new law woman named Tracy. Yes, officer, whatever you say.

Probably the most unusual and comical of all the new characters is Chaos.



Graphically speaking, Uranus is one of the most attractive characters in any fighting game.





## make way for the pain

From the new dash moves to the new secret moves, *BAT 2* increases the field when it comes to new attacks.



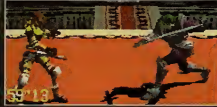
Pouncing an opponent when they are down is a standard feature in most fighting games, but new to the *Toshinden* series.



Tracy's throw move is both easy to pull off and extremely effective.

Vermillion's shotgun blast is hard to consider fair, but who cares?

Combine a giant scythe with *BAT 2*'s new dash moves and your opponent is in a lot of trouble.



Duke's charging sword smash is a move that leaves very little to the imagination.



## A SECOND OPINION

The first *Toshinden* cooed and ahhed even the worst-jaded gamer (that's me) with its graphical flash, 3D movement, and smooth animation. What was overlooked in all this was that *Toshinden* was never in the league of a *Street Fighter* or *Virtual Fighter* in terms of gameplay. It was more like a *Mortal Kombat*. The second one doesn't manage to wow like the first and, even though gameplay elements were added, it just isn't balanced or deep enough to rank with the classics. That doesn't mean *BAT 2* isn't an excellent fighting game, it just means it isn't the best fighting game available. Is it worth purchasing? *Tekken 2* and *BAT 2* are the only solid 3D fighters on the PlayStation, so at least one of them deserves your hard-earned money. —Mike



## the backgrounds

It doesn't take long to see how much time and effort was put into the development of the fantastic backgrounds.

In one of the most dramatic uses of true light-sourcing to date, Duke's arena is completely open to the sun on one side.



Runga's new stage is a nice new feature that adds quite a bit to the gameplay.

Sophia's disascheque stage is almost a little too much to handle at first, but after a while you'll start to get the groove.



The overdrive meter is a nice new feature that adds quite a bit to the gameplay.



Even close-up, *BAT 2*'s character design is pretty dam nice.

## GRAPHICS

8

## MUSIC & SOUND FX

8

- Incredible light-sourcing adds to realism.
- Highly detailed characters and backgrounds add considerable flash.
- Background tracks are cooler than the original.
- Awesome sound effects add to each and every blow.

## INNOVATION

7

- Versatile 3D movement adds to the gameplay.
- Creative super moves keep the game interesting.

## GAMEPLAY

8

- Tons of moves and battle strategies are available with each character.
- Occasionally sluggish controls take away from the fluidity.

## REPLAY VALUE

8

- The two player mode is near-endless fun.
- The computer AI is surprisingly weak.

## EXCELLENT

83%



## SATURN

GENRE / fighting  
PLAYERS / 1 or 2  
PUBLISHER / Sega  
DEVELOPER / Takara  
AVAILABLE / now  
PRICE / \$59



In a serious case of counting chickens before they've hatched, Sega's **BAT Remix** is not quite what it was cracked up to be. — Patrick Baggett

# BATTLE ARENA-TOSHINDEN REMIX

**A**lmost a year ago, Sony Computer Entertainment launched its PlayStation hardware with a game called *Battle Arena Toshinden* (BAT) leading the way. With many considering it to be the best fighting game ever created for the home, it went on to play an enormous part in the successful PlayStation launch. A few months later, Sega shocked the gaming industry with news that they had stolen away the understood

exclusivity of BAT and were planning an even better version for the Saturn. However, though I can almost hear Sega cringing as I type this line, *Battle Arena Toshinden Remix* (BAT Remix) for the Saturn is just not as good as the original BAT for the PlayStation. Of course, there are several ways to judge the quality of a game and in most of the significant columns, BAT Remix is every bit as good as the original, but never is it better.

Most important when considering BAT Remix against the original is to understand that the gameplay is damn near identical, and thus BAT Remix is nothing short of an amazing 3D fighting game. However, when it comes to the overall look of the game, there are several places where the Saturn version falls short. This is not to say that BAT Remix isn't a good-looking game, but there has been better on the Saturn hardware. It falls short dramatically when it comes to the special effects elements: explosions, fireballs and giant blue orbs that are overly pixelated and less than convincing. BAT Remix also falls a little short when it comes to sound effects, which are often lagging and notably under-powered.

As well as featuring all the original characters and backgrounds of BAT, Remix does offer one new boss character named Cupido. What's peculiar about the addition is that the quality of the new stage is head and shoulders above the rest of the game. It's tempting to believe, therefore, that a BAT Remix created from scratch would have been far more satisfying than this respectable, but unpolished, port of the original. **GP**

## THE WARRIORS

ALL YOUR FAVORITES FROM THE ORIGINAL TOSHINDEN ARE BACK AND READY TO DO BATTLE YET AGAIN.

Mondo has suffered a little bit of graphic degradation from the original, but he still looks pretty good, even when getting slopped around.

One of the better-looking characters in the game, Gola is one of the two returning boss characters.



Both Fo and his giant blue orb are present, though the blue orb should use a little less pixelation.



7

### GRAPHICS

- The fully-3D characters are nicely designed.
- Heavy pixelation takes away from the realism.

The story mode is a humorous, but ultimately unimpressive, addition to BAT Remix.

6

### MUSIC & SOUND FX

- The music is good background material.
- The sound effects are weak and ill-timed.



### INNOVATION

6

- The rolling moves offer true 3D freedom.
- Limited move list decreases variety.

9

- Wild special moves keep the game interesting.
- Developing complex battle plans adds depth to the gameplay.

Simplified backgrounds, such as Duke's castle, demonstrate some of the corners that were cut in the transition.

### GAMEPLAY

8

### REPLAY VALUE

- Four separate modes in which to play the game.
- The two-player game accommodates endless competition.

EXCELLENT

81%

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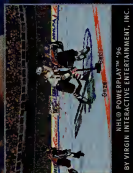


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{ IN CASE YOU DIDN'T NOTICE, }  
THERE IS A  
BEAUTIFUL, NAKED WOMAN  
ON THIS PAGE.



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# SEGA SATURN™

## SATURN

GENRE / Fighting  
PLAYERS / 1-8  
PUBLISHER / Williams  
DEVELOPER / Eurocom  
AVAILABLE / now  
PRICE / \$59.99



If I wore a real skimpy costume, but kept doing the same thing over and over again, even I'd be boring! — Jeff Lundrigan

And here we go — AGAIN! I used to be a big fan of the *Mortal Kombat* series. Sure, the gameplay in MKI wasn't anything to write home about, but it had a hook that got my attention. MKII was amazing. Great gameplay and even more gore. I can't tell you how much work time I lost trying to perfect my technique. Never got there of course, but man, I had fun trying. So when the inevitable MK3 came around, I tingled — really — with anticipation. Boy, watta letdown. The game's mechanics were all in place, but that was part of the problem. Other than a copycat combo system and a Run button (which was fun at first, but got annoying as time went on), it was basically the same game. This leaves us with a handful of new character designs and moves, and all kidding aside, they're a pretty sad bunch. Sure, Nightwolf is cool, and I find I'm oddly attracted to Sheeva (must be those extra arms), but when someone hauls out that clichéd standby, robo-ninjas, I gag. Add to this that, by the time MK3 hit, I was hip-deep in 3D brawlers like *Virtua Fighter 2*, and even the splitter couldn't hold my

## NEW BUT OLD

The main thing that makes this 'ultimate' is four new characters, which you've actually seen before — but where the hell is Rayden?

attention. Which brings us to *Ultimate MK3*, which is the same thing, only there's more of it. It adds four extra characters and some additional tournament play modes, although actually they're four old characters, and even Mileena and Jade's new skimpy costumes (although naturally, Reptile and Scorpion didn't seem to feel the need to don Speedos or anything. Not that I actually want them to, but you get the point) doesn't make up for the ho-hum design. For what it's worth, the Saturn conversion is dead-on, except for the one nasty flaw everyone already knows about — when Shang Tsung morphs, you have to wait for the other character to load. Considering they've had a while since the initial home release of 'normal' MK3, you'd think they'd have found a way to fix it. The good news is that it looks like Williams is back on track with *War Gods*, its first 3D fighting game. From what I've seen, it kicks, in the meantime, I'd sweep this mild MK3 'enhancement' under the rug, unless you're just a die-hard MK3 nut. GP

Errrric, the 'red' Sub-Zero, is kicking around in there too, and yod soon turn him on at the option screen. Watta bonus. Way to stretch that color palette.



Good to see Kitana back, and in fine form. Lace up leotards really protect you in a fist fight, you know?



OK, I'll grant that Jade is a new addition as a playable character, but that's a thin thread to hang by.



Reptile is back again too, which puts the number of ninjas in UMK3 to what, about a thousand?



### SCORPION

WHEN SHANG TSUNG MAKES A FAILED ATTEMPT AT STEALING THE SOULS WHICH OCCUPY EARTH'S HELL, SCORPION IS ABLE TO ESCAPE FROM THE NETHER REGION FREE TO ROAM THE BERTIN SINCE MORE SCORPION HOLDS ALLEGIANCE WITH NO ONE HE'S A WILD CARD IN EARTH'S FRANGING AGAINST THE ODD.

I actually spotted Scorpion, and I'm glad to see him again, although pulling out my copy of MKII accomplishes roughly the same thing.

The new 8-player tournament mode, played round-robin style, is pretty cool. I love any game where I can rip eight of my friends' heads off!



SONYA WINS

JAX WINS

FINISH HER!

## Finish Him!

Once again, it's time to brutally maim the crap out of people.

Oh yeah, the Babalities, Friendships, and Animalities are here, too. Of course, they're all from 'normal' MK3, so it's not like you're getting much extra.



And we be to him who wants to play as Shang Tsung. The pause and wait while he morphs

is really something. It's even more annoying to fight against him.



I know this game has its followers, and I know that nothing I say is going to change their minds, but I played this for free and I didn't like it. I guess as far as 3D fighting goes, I'm just more of a Street Fighter man.

### GAMEPLAY

#### REPLAY VALUE

- Lots of difficulty levels.
- After you've memorized countless lines of fatality codes, that's it.

### INNOVATION

- Plays as well as MK2.
- The control is really stiff, the difficulty balance is frustratingly off-balance, etc., etc...

- Ooh, there's four whole new characters...
- Let's market the same game twice!

## A SECOND OPINION

While anyone who's read this mag for a while knows that I'm not a real big *Mortal Kombat* fan, I still think that this game was a little better than Jeff gave it credit for. Sure, there isn't too much on the 'new' side, but the reality is that not many MK fans will care. Even after three games of exactly the same blood-spitting gameplay, for many players the formula will never wear thin. I have to say though that the 'extras' added to this *Ultimate* edition are pretty weak: You really only get two new characters, each with two different-colored suits. Here's hoping that the 3D MK4 resolves the fate. — Chris



Blood, gore, broken bones, mayhem — usually this stuff gets me all excited, but somehow I'm starting to care less and less.



### GRAPHICS

- OK, it looks pretty good, I admit.
- New skimpy costumes for Mileena and Jade!

### MUSIC & SOUND FX

- The music's OK, and so are the bone-crunching sound effects.
- No Surround Sound?

VERY GOOD

73%



## PLAYSTATION

GENRE / shooter  
PLAYERS / 1  
PUBLISHER / US Gold  
DEVELOPER / Core Design, Ltd.  
AVAILABLE / now  
PRICE / \$55-60



Considering rush hour traffic and my affinity for destruction, it probably wouldn't be a good idea, but if Ford comes out with a tank, I'm there. — Roger Burchill

## SHELLSHOCK

As entertaining as the freedom fighter storyline of *Shellshock* may be, the "A-Team" in the hood persona of its characters quite frequently verges on embarrassing stereotypes rather than the hip urban renegades that seems to be sought. Fortunately, looking beyond the storyline, *Shellshock* manages to deliver quite well when it comes to actual gameplay.

Graphics impress with cool atmospheric effects that reduce the visibility of enemy targets further in the distance and explosions that provide the player with a satisfying

As part of "Da Wardenz", you'll be part of a renegade band of freedom fighters traveling the world for fun and adventure. Who in the hell pays for this?

payoff for destructive inputs. But the graphics miss when enemies and buildings are viewed from close range. The inherent flatness of the objects seems out of place in a supposedly true 3D environment. As for sound, the rap/beat soundtrack provided courtesy of San Francisco 49er William Floyd is above average, but does become rather grating. But

*Shellshock's* saving grace is in its challenging 25 level-deep gameplay. The physics model used isn't a perfect tank simulation, but it is satisfying

and does relay a sense of actually piloting an armored vehicle. And utilizing buildings and barriers in the 3D environment is paramount in planning the tactical annihilation of adversaries. Overall, *Shellshock* is a tank shooter as opposed to a tank simulation game, but it is a very good shooter.

Besides the questionable storyline, the main drawback of *Shellshock* is that the elevation of the landscape doesn't come into play on the battlefield. Gameplay could have been improved by the addition of the tactical element of tanks peeking over hill crests to dispose of unsuspecting enemies. But as it stands, *Shellshock* accomplishes its task of a source entertaining destruction. **GP**

Yup, this is all the view you get. A few external camera angles might have helped to spice up the game.



Pay close attention to the FMV clips that explain mission objectives because there's no way to review them once the mission begins.



It might have been really cool if you could choose this A-10, but at least you can call on it for air support.



## GRAPHICS

8

- Atmospheric effects and great explosions highlight the graphics.
- Tanks and buildings seem a little flat for 3D.

7

- The explosions and battle sounds complement the destruction nicely.
- Rap sound track begins to grate after a while.

## MUSIC &amp; SOUND FX

6

- It's like *Doom*, except you're in a tank. Good enough for me!
- Not a true sim; physics model is above average.

## INNOVATION

8

- Rotating turret enhances tank sim feel.
- Ability to upgrade tank requires careful planning and consideration.

But boy, do I love blowing things up! *Shellshock* has some rather fulfilling explosions. Do explosions make a good game? Yup.

## GAMEPLAY

8

- 25 levels and they ain't easy—that's replay value.
- Gameplay not quite entertaining enough to warrant additional replays.

## REPLAY VALUE

VERY GOOD

78%

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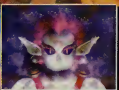


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**SEGA SATURN™**



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## PLAYSTATION



GENRE / action  
PLAYERS / 1  
PUBLISHER / Mindscape  
DEVELOPER / Cryo Games  
AVAILABLE / now  
PRICE / \$49.99



Sure, the game isn't all that great, but the slick black CD really makes a great coaster!  
—Mike Salmon

# The Raven Project

When I first started playing through this game (well, actually I didn't get to play it until I had the great displeasure of watching way too many minutes of some poorly acted, ill-conceived FMV) I was starting to have a bit of fun with the early levels and I was almost excited about reaching some later levels. But as I played on I started to realize that the early levels, as simple as they were, were the pinnacle of the game. It was when I reached what could very well be the worst level in videogame history that I started to wish I had died earlier in the game.

The first few levels feature you controlling a spaceship over some rolling hills, destroying land and air targets. The control is a real pain—shooting down other spaceships depends more on luck than skill. You can fire four different types of weapons, but you can't lock onto an enemy until you hit them which, the in-the-ship view is interesting, but aiming your guns is real difficult.

With the poor control, requires a great deal of luck. Once you're locked on, you just keep pressing fire until they die, then you have to go through the whole process again. You also get to control the Lynx, which is a land walker that climbs the hills. But the two vehicles control nearly the same, since the spaceship can't really go in the air. The control is a real problem, but certainly not the only one. When you're being hit by the enemy or you run into something, the screen turns completely red and leaves you in no position to do anything but get frustrated. Another problem is the lack of a compass, so you have no idea which way you're going. If you take off after an enemy and destroy it, you could very well be lost. You can't tell which way to go, since every direction looks the same, and your radar only covers the immediate area.

Despite all those problems the first few levels weren't completely bad. When I reached the space level however, I needed to walk away from the game before I got it. You're in a spaceship in open space, but you can only move up and down a little bit. The background is so confusing that it's impossible to tell which way you're going. You'll see a mass of enemies on the radar, but good luck trying to find them. I played through it one time looking for something to shoot, but ran out

of fuel before I was able to find one enemy.

The Raven Project is a game that had some promise, but was never able to do anything very well. Only so-far junkies who enjoy really poor FMV need bother. **GP**

7

## GRAPHICS

- The first couple of levels look pretty good.
- The level in space is really horrendous.

7

## MUSIC &amp; SOUND FX

- Some decent tracks and explosions help the game a bit.
- Most of the tracks are poor attempts at techno.

4

## INNOVATION

- Getting to control different vehicles is a pretty good idea.
- Gameplay isn't anything new.

5

## GAMEPLAY

- When the awful FMV finally ends, the gameplay is less than satisfying.
- Control is wanky and the space level is horrendous.

6

## REPLAY VALUE

- Different levels will get you excited...
- ...but they're ultimately disappointing, especially the space level.

AVERAGE

52%





PLAYSTATION

GENRE / sim  
PLAYERS / 1 to 8  
PUBLISHER / Koei  
DEVELOPER / Koei  
AVAILABLE / now  
PRICE / \$59.95

# ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE

There is possibly nothing in the world more complex and demanding than a Koei simulation game. Oh yeah, except my wife.

— Roger Burchill



For simulation game fans, there's nothing as exciting as Koei coming out with its first 32-bit game. Unfortunately, Koei's first step into the next generation bears mixed results at best.

On the downside, there is no great leap in gameplay, at least not in any tangible aspect, for the non-hard-core fan. There are a few beginner-friendly features, such as the advice and help commands, but their ultimate benefits remain questionable. If anything, with up to eight players and over 500 officers boasting an added 24 skill parameters, Koei

has managed to make an incredibly complex game even more so. Besides the added complexity, the main difference from the Super NES version of the game is the improved graphics and the use of short FMV clips during gameplay.

With that being said, fans of previous Koei games should eat this game up. There's just nothing out there that compares to Koei simulation games when it comes to game depth. I'd venture to say that *RTK 4* for the PlayStation is the best Koei game ever — too bad it's not likely to inspire any new converts to the simulation genre. **GP**



Cursor graphics have improved, thanks to the PlayStation's expanded color palette and the use of FMV clips.



But as this battle sequence reveals, gameplay is VERY traditional (at least for a sim game).



Pay close attention to the status of your officers — betrayal is always just around the corner.

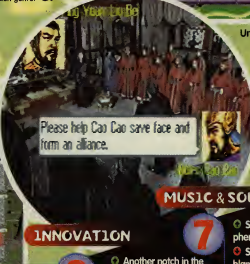


Managing the economies of your cities is just as important as fighting battles in this game.



Uniting third century China is no easy task, as you can see from the plethora of command menus at your disposal.

At the root of *Romance of the Three Kingdoms* is political intrigue. You stab my back and I'll stab yours!



## GRAPHICS

8

- The 32-bit graphics and FMV clips contribute to the improved visuals.
- But this is a sim game, don't expect ground breaking graphics.

## MUSIC & SOUND FX

7

- Soundtrack adds atmosphere without annoying.
- Sound effects are rather bland and unnoteworthy.

## INNOVATION

7

- Another notch in the complexity belt for Koei.
- More complexity doesn't necessarily mean more fun.

## GAMEPLAY

8

- For simulation fans, Koei games are the state of the art.
- The vast array of commands are intimidating and confusing.

## REPLAY VALUE

9

- High complexity factor also equates to high challenge factor.
- Sim fans will be immersed in the deep gameplay for months to come.

EXCELLENT

82%

## PLAYSTATION



GENRE / fighting  
PLAYERS / 1 or 2  
PUBLISHER / Acclaim Entertainment  
DEVELOPER / Mirage  
AVAILABLE / now  
PRICE / \$54.95



There's a saying that a sequel never lives up to the original. Well, *Rise 2* lays that claim to rest. It brought out the Barf Lad in me! — Roger Burchill

# RISE RESURRECTION 2

**F**or fighting game fans everywhere, the original 16-bit *Rise of the Robots* game was a low point in the history of western civilization. I believe the **GAME PLAYERS** review at the time concluded that smashing a couple toasters together would produce a whole lot more gaming enjoyment.

Considering the pedigree, it would be putting it mildly that *Rise 2 Resurrection* came carrying a lot of baggage. But the thing is, I really wanted to like it. There are few things as enjoyable as having a game exceed your very low expectations. Sadly, *Rise 2* lived up to expectations perfectly. The graphics are passable at best and have the distinct aura of having been initially developed for a 16-bit platform and then hastily converted to resemble a 32-bit game. But the worst aspect of the game is in its gameplay and control. *Rise 2* may have the worst control feel of a 2D fighter ever — it is the complete antithesis of the balanced control structure of the *Street Fighter* series.

What is there to like about the game? Well, there are 18 characters to choose from, as well as some hidden ones. And there are Termination Moves (finishing moves) borrowed from the likes of *Mortal Kombat*. All in all, *Rise 2* has little to recommend it. Spend the day appliance shopping, you'll have more fun. GP

The only highlight of *Rise 2* is the choice of 18 characters, but everything goes pretty much down hill after the character select screen.



Wait a sec, I was a bit hasty! You can adjust the color palette for your character by moving the D-pad. Neat! Highlight number two!



What doesn't come across in these shots is the lack of smoothness in the game control. Slow and clumsy doesn't equal fun.

*Rise 2* does have Special Moves, Super Special Moves, and Termination Moves, but poor control made them near impossible to use!



Don't let the screen shots fool you, *Rise 2* has all the earmarks of a 16-bit game that was turned into a 32-bit game at the last second.



4

## GRAPHICS

- Some backgrounds look like 32-bit graphics...
- ...but the fighters look like they were pulled straight from 16-bit.

3

## MUSIC &amp; SOUND FX

- Brian May of Queen composed the soundtrack.
- Nothing in the sound effects distinguishes this as a 32-bit game.

2

## INNOVATION

- Everything entertaining has been 'borrowed' from other games.
- This could have easily been a 16-bit game.

3

## GAMEPLAY

- 18 characters provide more fighting possibilities.
- But the clumsy controls mean that possibility is gaming hell.

5

## REPLAY VALUE

- Fighting games have a distinct advantage in replay value...
- ...but *Rise 2* does everything possible to diminish this advantage.

CRAP

# 37%

# WILLIAMS Greatest ARCADE'S Hits

Compilation disks are something I have decidedly mixed feelings about. The main problem is that there are usually only about a half-dozen games tossed on to a 600 Meg CD-Rom. That's about 10% games and 90% empty space for your money. Still, if that's going to be the industry standard, Williams should at least be commended for offering the strongest collection of games on a single CD.

*Defender, Defender II, Joust, Robotron, Sinistar, and Bubbles.*

These were all titles that once ruled the arcades of America. Okay, maybe not *Bubbles*.

But even *Bubbles* proves pretty entertaining; a classic example of how an emphasis on strong gameplay can help overcome deficiencies in looks or sounds. Sure, these games may not compare to the 3D-rendered polygon graphics out there today, but I guarantee that these games are still more entertaining than 90% of the games available today.

Of course, not everything is perfect in nostalgia land. If you missed these games the first time around in the arcades, you may have some trouble appreciating them. And the PlayStation controller has some trouble recreating the arcade control interface in games like *Defender* and *Robotron*. But if you're interested in videogame history, classic gameplay, or a stroll down memory lane, Williams' *Arcade's Greatest Hits* doesn't disappoint. GP

Clearing the cobwebs from my brain, I vaguely recall *Bubbles* in the arcade. Surprisingly, it compares quite favorably to its more popular brethren.

## REPLAY VALUE

8

- Six games, solid gameplay, and nostalgia keep you coming back.
- Missed these the first time around? You may not see the appeal.

As compilation disks go, Williams offers one of the better ones with six solid classic arcade games.



*Defender, Defender II, Joust, Robotron, Sinistar and Bubbles.* Pick any one to travel back to a kinder, gentler videogame era.

Wow! Check out the upgraded graphics in *Defender III*! But who's complaining? There can never be enough *Defender*.

*Joust* is a prime example of the gameplay that transcended the simplistic graphics and sound. Heh heh, kill bird guys!

## GRAPHICS

4

- Use of the original code means arcade-perfect translations.

- Of course, arcade perfect for these games means crappy graphics.

## MUSIC & SOUND FX

4

- Defender* still boasts some of the coolest sounds ever.
- Simplistic sounds from the arcade stone age.

## INNOVATION

3

- Back then, these games were the cutting edge of videogames.
- Ship 'em and sell 'em. There's no brainstorm required for Williams.

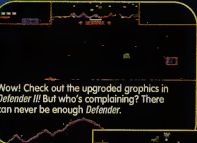
## GAMEPLAY

8

- Classic games. Great gameplay withstands the test of time.
- PlayStation controller loses arcade feel for some of the games.

Back in the 'good old days', we didn't have no fancy 32-bit graphics! We had to walk ten miles, uphill both ways, just to get to an arcade! Now, get me my Geritol! — Roger Burchill

Forget *Pac Man!* *Defender* was the game that had me committing petty larceny to acquire 'just one more quarter!'



*Joust* is a prime example of the gameplay that transcended the simplistic graphics and sound. Heh heh, kill bird guys!

## GRAPHICS

4

- Use of the original code means arcade-perfect translations.

- Of course, arcade perfect for these games means crappy graphics.

## MUSIC & SOUND FX

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- Defender* still boasts some of the coolest sounds ever.
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## INNOVATION

3

- Back then, these games were the cutting edge of videogames.
- Ship 'em and sell 'em. There's no brainstorm required for Williams.

## GAMEPLAY

8

- Classic games. Great gameplay withstands the test of time.
- PlayStation controller loses arcade feel for some of the games.

## VERY GOOD

# 71%



## SUPER NES

GENRE / RPG  
PLAYERS / 1  
PUBLISHER / Natsume  
DEVELOPER / Tailo  
AVAILABLE / now.  
PRICE / \$69.95



Ahhh, RPGs... They take me back to my youth when I was short and round and challenged the Great Kitty of the Sandbox with my magic sword... —Roger Burchill

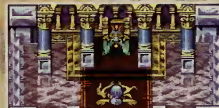
# LUFIA

## RISE OF THE SINISTRALS

During this extended drought of good role playing games, gamers everywhere have been waiting for the next great RPG. A bit surprisingly, *Lufia 2* is the *Rise of the Sinistrals* (yes, a 16-bit game) could very well lay claim to that coveted title.

*Lufia 2* doesn't accomplish this task by making great leaps in gameplay and technology. Rather, *Lufia 2* is the first RPG in quite a while to go back to the basics, and do the basics very well. Graphics and sound seem every bit the standard 16-bit fare but are actually more appealing than that of some supposedly 32-bit RPGs. The game accomplishes this task by simply adding more detail and care than normally

expected in both the visuals and music. But *Lufia*'s appeal primarily lies in its excellent and deep story. In both plot pacing and character development, *Lufia* boasts an epic flavor.



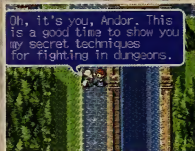
Evil forces brewing their dastardly plots. A young hero about to be swept away by circumstance. So the story begins...

Appealing characters are the backbone of any great story. Meet the brash, oblivious young hero and the sweet, faithful shopkeeper that loves him...

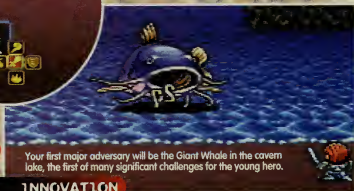
The elderly gentleman in your hometown will teach you the tricks of the trade. Listen to his advice and remember his training to survive.



Your cross-country treks are depicted on the topographical map. But beware, attacks can still come at any time.



Instead of being an action-based RPG, *Lufia 2* sticks with the tried and true hit/magic points battle system.



Your first major adversary will be the Giant Whale in the cavern lake, the first of many significant challenges for the young hero.

7

## GRAPHICS

- Typical RPG look, but still a notch above most 16-bit RPGs.
- Say hello to the short, fat, round guys!

7

## MUSIC &amp; SOUND FX

- Simple score captures the epic nature quite well.
- Sound effects are understandably limited by the 16-bit hardware.

6

- In RPGs, an excellent story is everything.
- There's nothing really here that deviates from 16-bit RPG norms.

9

## INNOVATION

9

- The pacing and the scope of the huge story lay a solid gaming foundation.
- Point system is still the RPGers favorite.

## GAMEPLAY

9

## REPLAY VALUE

- Epic story and exploration equals months of gaming goodness.
- Someday the story ends, but what a journey!

EXCELLENT

85%

version, I  
will have  
three way  
if only I  
crash into



# SATURN

GENRE / shooter

PLAYERS / 1

PUBLISHER / Sega

DEVELOPER / Awyo Team

AVAILABLE / now

PRICE / \$49.99

When Chris said any monkey could play this game, I was honored that he chose me over all those other qualified monkeys — **Mike Salmon**



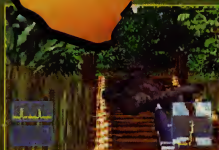
# CONGO

**S**ure, the movie *Congo* was total crap, but the premise really made sense for a video game. Wandering around a 3D jungle, shooting monkeys, and discovering treasure has all the trimmings of a great video game. However, *Congo* never achieves greatness, because of several crucial flaws.

The first and most obvious shortcoming in *Congo* are the atrocious graphics. The enemies are flat and lifeless and the texture-maps are blockier than many early 3D0 games. It's not that graphics make or break a game, but to fully immerse yourself in a game, it's necessary to have graphics that bring you into a believable world. And *Congo's* chunky, flat graphics just left me cold. After getting deeper into the game, I found that there was plenty of good gameplay ideas. In one level, there's

an earthquake every so often that shakes the ground, and you have to use this to get over obstacles and hunt down the jewels. Some of the enemy AI is exceptional! They come out of the woods, attack you, then head back for cover. Unfortunately, all these solid ideas weren't fully utilized because of some shaky control, poor frame rate, and poorly graphics.

*Doom* fans are sure to be appalled by the slow frame rate and loose control that often leaves you spinning in circles, not knowing what to do. Conceptually, *Congo* is very solid and because of that, there is still some entertaining gaming, but there are definitely better titles out there that aren't near as ugly. **GP**



Jumping over ravines is very interesting, but the control is so poor that you never get the timing down.

Later in the game, there are some nicer looking graphics as you travel through the ruins, but the control still isn't there.



Monkeys tossing rocks at you is fun, but if it was poor they were tossing, it would be that much better.

Flat enemies really hurt this game. You want to kill them just to get the ugly pixels off your screen.



Traveling in the jungle and crossing rope bridges could be very cool, if it just moved a little smoother.

You even jump down from the bridge and try to head upstream on this river.

Get up close to anything in *Congo* and it looks just like this, not what we expect from a second generation Saturn game.

## GRAPHICS

5

## MUSIC & SOUND FX

7

## INNOVATION

7

## GAMEPLAY

5

## REPLAY VALUE

7

- So many secret areas could keep you playing for quite a while...
- ...but the frustrating control and ugly graphics don't help much.

- The variety in levels is the only thing that saves this game.
- Poor frame rate and sloppy control can be very frustrating.

- Earthquake during one of the levels is great, as are the secret passages.
- It's *Doom* in a jungle with apes. It's not that original, you know?

- Jungle sounds and gun sounds are precise.
- We want more monkey noises! We want more monkey noises!

- Arguably the ugliest 32-bit game to date.
- Texture maps are ugly, enemies are flat.

AVERAGE

59%

# The net generation.



**Acclaim**  
Entertainment Inc.

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GameFan Magazine Feb. 96

**"A recommended addition to your Saturn sports library"**  
GameFan Magazine Feb. 96



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Entertainment Inc.



## SUPER NES

GENRE / action

PLAYERS / 1 or 2

PUBLISHER / THQ

DEVELOPER / Black Pearl Software

AVAILABLE / now

PRICE / \$49.99

# MOHAWK

## AND HEADPHONE JACK

The name scared me, the freaky little creature made me cry, but after getting over the motion sickness, I actually found the hidden fun! — Mike Salmon



**T**his could be one of the last original third-party games for the Super NES, and we don't have to tell the Super NES owners that it's one of the few new games as well. Fortunately, *Mohawk* is a very original title that relies on speed and a totally new approach to a platform game.

*Mohawk* is a creepy looking little mascot that sports a long green mohawk and a tiny muscular body devoid of genitals. Once you have the courage to look at the screen, you're likely to be very impressed with the speed and variety in gameplay. The levels are huge and they feature tons of hidden areas, a confusing pipe system, teleporters, and a constantly changing gravity source. Sound confusing? Well, when I first played this game, I was extremely confused, but with the help of a superb map screen and a faultless sense of direction, I finally found my way. Once I got into the game, I realized the immense possibilities and courses that can be taken to reach the final goal in *Mohawk*.

Although the levels and the hero (we think it's a hero) aren't the prettiest I've seen, the graphics are undeniably clean and sharp for a Super

way through a level, because what few enemies there are, are extremely easy to kill and quite generic. And while some players may love the adventure aspect of finding new hidden areas, I wanted some more noteworthy

The handy map screen is very useful and entirely necessary. It also shows how huge the levels are.

enemies to make the game that much more complete. Other than that, *Mohawk* is just a good solid game with some real original gameplay. It's one of the few Super NES games still worth buying. **GP**

*Mohawk* comes across places where he can fly or throw a tire on his bottom half and act like a unicycle.

The disorienting part of *Mohawk* is when you jump in the air and...



...all of the sudden gravity has changed and up is now down. Freaky and intriguing!

The bosses aren't real tough, but this one looks pretty cool.



### GAMEPLAY

#### REPLAY VALUE

- Tons of things to explore and lots of lots of hidden stuff.
- Can be a bit repetitive and could give you motion sickness.

### INNOVATION

- Completely original level design that will have your head spinning.
- Collecting CD's is far from new.

### MUSIC & SOUND FX

- Music is decent for a Super NES game.
- When you've been teased with CD sound, the Super NES doesn't cut it.

### GRAPHICS

- Mode 7 has never been used this well before in a game.
- That little guy is really very freaky.

### VERY GOOD

# 71%

# GP SPORTS



**T**he day of reckoning has come and only one 32-bit hoops title can emerge as champion.

Check out the in-depth reviews on *NBA Live*, *NBA Shoot Out*, and *Slam 'N' Jam* to see which game comes through in the clutch. I also have some first-looks at *MLB Pennant Race* and *Triple Play '97* for the PlayStation. It looks like another Sony Interactive vs. EA Sports battle in the works. The search continues for the world's best baseball game.

With so many sports titles coming out on the market, it's real tough to pick the game you want, so pay attention to the scores and the content of the reviews. I may rate *NBA Live* higher than *NBA In The Zone*, but if you prefer the big polygon players and couldn't care less about realism, then *In The Zone* is the game you should buy. My reviews are based on years of sports gaming and a thorough examination of every game, but my interpretation of a great game may not always be the same as yours. This is why each review points out the good and bad in each game, so you can use the review to weed out the games you don't want and find the ones you do. If you have any comments, suggestions, problems, or just want to talk sports gaming, feel free to E-Mail me at: [Mike.Salmon@qm.imagine-inc.com](mailto:Mike.Salmon@qm.imagine-inc.com) or, for the Internet-challenged, write me at **GAME PLAYERS**, 150 N. Hill Dr., Brisbane, CA 94005. I want to keep making this the absolute best sports section around and, with your input, it's possible (although unlikely) to make it even better.

*Mike*

## HOOP IT UP!

The definitive guide to 32-bit basketball.

**T**hree more basketball titles reached the reviewable stage this month, so I've crossover-dribbled and turn-of-wrench jammed on each of them enough times to give the lowdown on which game is right for you. I've also included a head-to-head comparison of every 32-bit basketball game, so you can see where each game's strengths and weaknesses are. Read this before you buy, and you can avoid all that annoying buyer's remorse.

George Muresan, Shawn Bradley, and Luc Langley all have apparently attended Latrell Sprewell dunking classes, or they get some serious air. That's the problem with motion-capture, until you apply the process to each and every player in the NBA, you will lose the individual signature moves.

There's no denying that the motion captures are incredible as *The Rain Man* takes off...



## HEAD TO HEAD TO HEAD

The big four PlayStation B-ball titles ranked and rated.

Each game is rated from 1st to 4th in the most important categories for basketball games. This helps give you an idea of which game is right for you. Do you want big dunks? Sharp Graphics? Realistic gameplay? It's up to you.



	<i>NBA Live '96</i>	<i>NBA Shoot Out</i>	<i>In The Zone</i>	<i>Slam 'N' Jam</i>
Graphics	4th	2nd	1st	3rd
Dunks	4th	2nd	1st	3rd
Sim	1st	2nd	3rd	4th
Arcade	3rd	4th	1st	2nd
Season	1st	2nd	4th	3rd
Speed	2nd	4th	3rd	1st
Options	1st	2nd	4th	3rd
Realism	1st	2nd	3rd	4th
Stats	1st	2nd	3rd	4th
Plays	1st	2nd	4th	3rd
Overall Rating	1st	2nd	3rd	4th

# NBA SHOOT OUT

System: **PlayStation** • Publisher: Sony Interactive  
Developer: Sony Interactive Europe • now available • \$55

...soils through the air...

After spending the last month playing basketball games day and night, I've realized several things. Someone has got to figure out a way to get Michael Jordan in the game, there's plenty of room for improvement in the genre, my girlfriend doesn't like me any more and, despite all this, I enjoyed every minute of it.

*NBA Shoot Out* wasn't able to unseat *NBA Live* as the best basketball sim, but it has definitely raised the stakes for next year's battle. The game uses crisp polygon players and some ultra-smooth motion captures to deliver its game to the court. Somewhere in that delivery, however, *NBA Shoot Out* comes up a bit short and leaves *NBA Live '96* as the undisputed champion. *Shoot Out* is technologically superior to every basketball game out there and an attempt to include full simulation options really made this a close battle, but in the end, I just wanted to keep playing *Live*.

You can't ignore the many good points of *NBA Shoot Out*. A complete (or as complete as you can get) players' license, a set of plays, some amazing motion capture, smooth dunks, and the most stylish presentation of any basketball game were all done right. Eight players and a multi-tap makes for some great 4-on-4 match-ups and a perfect party game. Unfortunately, *NBA Shoot Out* just missed the mark on several other key elements.

It's much tougher to drive by opponents than any other game, but they went too far. A flaw in *NBA Live* is that the players float in mid-air and speed by everybody, but *NBA Shoot Out* doesn't have enough speed or mobility making the game less exciting. The perfect mix would be somewhere between the slow *NBA Shoot Out* and the slippery *NBA Live*, but until that mix is found,

the slippery is easier to swallow than the slow. When jumping for a rebound or block, you have no lateral movement whatsoever, making it impossible to make a realistic play. Passing is done differently, but again, it doesn't work as well. If there is anybody in the passing lane it hits them and is stolen,

and that all makes sense. However, in the real game, you can pass around men with bounce passes and lob, an option you don't have in *Shoot Out*. Because you can't pass over people, you're stuck passing the ball around the perimeter, unless you want to risk the pass inside. That greatly limits your options on offense. *Shoot Out* also claims to be a basketball sim with a wide variety of plays. Well, it is a sim, but the wide variety of plays is a huge exaggeration. *Shoot Out* only contains five offensive sets and no set plays. When compared to EA's extensive playbook and quick plays, *Shoot Out's* playbook looks silly. And the biggest, and most unforgivable, flaw in *Shoot Out* is the inability to track stats. Who wants to

...rocks the rock...

...and swings in for a landing.

Rodman's hair changes colors during a game. Pull him out with green hair and he comes back in with red.

## 9 GRAPHICS

## 9 MUSIC & SOUND

## 6 INNOVATION

## 7 GAMEPLAY

## 8 REPLAY VALUE

**76%**  
VERY GOOD



You can't hope to stop the big fella, you can only hope to contain him. The stats are presented for each game, but the inability to track them is downright annoying.

Look at the shooter's feet. Sam Perkins is left-handed and his left foot is forward. This is the same for every player and it's completely wrong. It's a little thing, but it shows that the guys who worked on this game just didn't get it.



# NBA LIVE '96

When you feel the shot, you can go on a tear. I had Reggie Miller knock down six consecutive threes from all over the court and Chris could only watch.

Even EA admits that technologically they are way behind Sony Interactive, Konami, and even Crystal Dynamics, but when it comes to gameplay, *NBA Live '96* is the most consuming basketball game on the market.

The vast array of options and features make *Live* the most versatile and complete basketball game yet. That doesn't mean the game's perfect — it's far from that — but until something better comes along, it remains the king of console hardwood.

Basketball games are not taken lightly round these parts. Chris and I trash talk through each and every game, noting the flaws and praising

the good. When the final version of *Live*, *Shout Out*, and *Slam N' Jam* came in, we played all of them over and over, but each time we were going to start a session, we wanted to play *Live*. The games were more exciting, realistic, and featured tons more strategy elements. The feel you get for the shot in *Live* is unmatched. You can get your timing down and get in a zone, then all of the sudden you lose the touch. It's the combination of stats and player control that is the pinnacle of sports gaming! *Live* comes closer to that than any other basketball game. The players still skate around on the floor, posting up is useless, the dunks are completely unreal, and the fouls are a bit outra-

System: **PlayStation** • Publisher: EA Sports  
Developer: EA Canada • now available • \$55

geous, but nobody else stepped it up to take advantage of *Live*'s flaws. Maybe next year.

The look of the PlayStation is very similar to its 16-bit predecessors, but the stadiums have all been done in 3D and look awesome. The players are still sprite-based, but they look much more like their NBA counterparts than ever before. The best graphical enhancement is the rim and net — when the ball swishes in you get the same euphoric feeling you get when you really tickle the twine. The music gets you in the mood and the sound effects are real nice, but *Live* isn't presented near as well as the other titles.

Another big test for basketball games is playing a season, and this is another place where *Live* really shines. Each game contained excitement and the computer teams performed closer than ever to their real life counterparts. For example, beating up on the Timberwolves and Sixers was no problem, but getting by the Magic and Sonics was no easy task. After each

game, your stats are updated and stored on a memory card and a full league leaders is done as well.

The stat-package is complete and unmatched by any game out there, however, I would like to have seen the ppg, rpg, apg, and bpg averages figured out for each player.

The final area that *Live* dominates is the easy to call and totally realistic plays. You've got 16 quick plays you can call from any one of the sets that allow you to be a coach on the floor. You're down two with seven seconds left, call a timeout and you get to take the ball out on the other end of the floor just like the real thing. You call a three-point offense hoping to free up Dennis Scott for the game winner. The ball's inbound, but Dennis can't get a shot. You use the quick play to call for a pick and fade, Penny steps up with a pick, Dennis goes right and kicks it back to Penny. As the buzzer sounds, Penny launches an open three and — swish — Magic win! That actually happened in a game I was playing! It was awesome! Gameplay like that cannot be matched by any game out there and that's what makes *Live* the game I'll be playing for quite a few months.

The vast array of options and features make *Live* the most versatile game yet.

From the corner...

The court ain't big enough, baby.

In your face!

Swish — Cha-ching —  
Rip — Pop! En Fuego!!!

8 GRAPHICS

9 MUSIC & SOUND

9 INNOVATION

8 GAMEPLAY

9 REPLAY VALUE

83-84%  
EXCELLENT

The pick and fade in action. The quick plays let you run the two-man game to the shot you want.



Here comes Kukoc with the pick.



Feed the big fella and let him play. Time the release and knock down a three for the perfect play!

Scottie takes it in to the right and draws the D.

Where's the foul? Players go flying on a regular basis and often they don't even call a foul.



## TOP PERFORMERS

32 SHAQUILLE

C O'NEAL

14

4

1

0

2

POINTS

REBOUNDS

BLOCKS

ASSISTS

STEALS

45 RIK

C SMITS

33

0

0

0

0

Gotta love those shots. Can anybody stop White Thunder (my own nickname for the Dunking Dutchman, Rik Smits)?

The dunks just aren't very exciting, especially when compared to the other games.

# SLAM 'N' JAM '96: FEATURING MAGIC AND KAREEM

System: PlayStation/Saturn

Publisher: Crystal Dynamics

Developer: Crystal Dynamics • now available • \$55



If you're going to have Kareem in the game, then you better have the Captain's Hook.



Fortunately, *Slam 'N' Jam* is a good rip-off, but a rip-off, nonetheless.



There's Magic bringing showtime back to the PlayStation and Saturn...



...then the patented no-look pass.



...and the JAM!



Calling for isolation or a pick with the touch of a button is a great way to run a simple offense and get open for the three.

Get up close and you notice the incredible detail on the players' faces, easily the most facial detail of any B-ball game. Too bad no one knows these faces.

about *Slam 'N' Jam* — the play is ultra smooth and the game is just good fun. A two-player game of basketball in *Slam 'N' Jam* is an up and down battle that requires skill, timing and the proper use of fictional players. The players aren't real, but they're all rated in several categories and each player performs differently. If they just could've used the same engine for a game with real players, then *Slam 'N' Jam* could've been a serious contender for the hoops title. As it is, *Slam 'N' Jam* is a game whose time is passing. It's still a great two-player game, but the one-player game isn't interesting and the technology has caught and passed it by. It's a great game to get if you want some good close battles against friends, but when Howard Johnson catches fire, you don't get the same feeling as when Reggie Miller does.

On the 3D0 a year ago, *Slam 'N' Jam* set new standards for graphics and playability on a home system. The in-your-face, five-on-five arcade style basketball is a direct rip-off of Konami's *Run 'N' Gun* — even the name is remarkably similar. Fortunately, *Slam 'N' Jam* is a good rip-off, but a rip-off nonetheless.

Rumor had it that the PlayStation and Saturn versions of *Slam 'N' Jam* would feature the players' license and be more of a sim. Crystal Dynamics did get a players' license, but the only players it got was Magic and Kareem, which means Magic can't be in any other basketball games, which just ruins the players' license even more. I'm begging companies to stop signing single players to its game. It adds nothing to the game and takes away from others. The full players' license is the only thing you need. A player's name on the box just tells sports game fans (like myself) that this is the only real player in the game. Without the full license, *Slam 'N' Jam* can't be anything more than an arcade game with no real simulation value.

The once mighty, impressive graphics now look flat when compared to the crisp polygons of *In The Zone* and *Shoot Out*. One thing does remain true

8 GRAPHICS

8 MUSIC & SOUND

6 INNOVATION

8 GAMEPLAY

6 REPLAY VALUE

72%  
VERY GOOD

The action is still a bit tricky to see on the other end of the court, which often results in turnovers.



# BOTTOM OF THE NINTH

System: **PlayStation** • Publisher: **Konami**  
Developer: **Konami** • now available • \$55

When you properly judge a fly ball and make a game-saving, diving catch, it's an awesome feeling of accomplishment that's been missing in many baseball games.

**W**hen I first started playing this game, I was frustrated by the controls and disappointed in the graphics. As I continued to play the game, I started to get better and realized that *Bottom Of The Ninth* is a near perfect mix of arcade and simulation.

The idea for the perfect arcade/simulation experience is to give you full control over real athletes and their real attributes. Games have come close, but the control isn't all in your hand and the ratings are often very generic. *Bottom Of The Ninth* does a great job of giving control and a pretty good job of rating as well.

At the plate, you have control of a rectangular cursor that increases in size depending on the player's abilities. If you choose a power swing, the cursor gets smaller, but the sweet spot results in bigger hits. At first, it seems real tricky to maneuver the cursor to the proper place to time your swing, but when you get used to using the catcher's glove placement as a starting point, it becomes much easier. Hit the ball with the top half of the cursor and it goes in the air, while with the bottom half it goes on the ground. This means you have control of where your hit goes, but it all happens so fast (like in real baseball) that you often aren't able to do what you want. The cursor was first used in *World Series '95*, but *Bottom Of The Ninth* does it even better. It's a great way to handle the hitting and is possibly the future of baseball games.

On the mound, you have control of a fastball, changeup, curve, and, depending on the pitcher, a forkball, slider, knuckleball, or sinker. All of the pitches react accurately and make hitting them that much tougher. You pick the pitch, then the desired location to start your pitch. If you start a slider at the knee caps, it'll drop into the dirt. The

same goes for all other pitches that move. Changing up your pitches is a great way to keep the batter off balance and the only way to ring up strikeouts. In previous baseball games, you just put crazy curves on the ball and let the batter guessing. In *Bottom Of The Ninth*, you have to change speeds and catch the corners just like in real baseball. Situations like taking a curve ball the opposite way are created and required for success by this realistic interface, possibly the best pitcher/batter interface in any baseball game.

In the field is where it's really tricky! There's no more magical spot that shows up telling you where to position your fielder. Instead, you actually have to judge fly balls in order to catch them. At first, this is extremely difficult, but the game is done so well that, after taking some fly ball practice in the training camp mode, you actually know where a ball's going when it's hit. Because you have to judge the fly ball yourself, it makes every single catch that much more satisfying.

Not everything is perfect in *Bottom Of The Ninth*. The screen is real cluttered with unimportant information and it makes the game look ugly and makes it harder to judge fly balls. The polygon players and field are done well, but don't look near as good as most of the other baseball games coming. The announcer is very current and isn't glitchy but his voice isn't very exciting and he can kind of drone on and on. There is no MLB license and the few stadiums there are aren't real, but beyond the missing eye candy, *Bottom Of The Ninth* is an awesome game.

The season mode saves all the stats, most of the players are in the game, and the general manager allows you to update your rosters to the current ones. What all this adds up to is a great arcade/simulation combo that is highly recommended and a ton of fun.



The outfield is a bit big and the players a little small, but when the ball goes to the wall, you're going to get more than a single.

In Training Camp you can learn how to hit, pitch, run, and, most importantly, field. It's a necessary and great option.



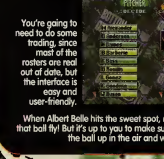
When you get good enough, you can pull off the hit and run to perfection. Send the runner, then hit the ball on the lower right side of the cursor.



Smack a grounder to the right side, but the second baseman is covering the bag.



The ball goes through the hole and you send the runner to third. And you make it all happen.



You're going to need to do some trading, since most of the rosters are real out of date, but the interface is easy and user-friendly.

When Albert Belle hits the sweet spot, man, does that ball fly! But it's up to you to make sure he gets the ball up in the air and well-struck.



## 7 GRAPHICS

## 9 MUSIC & SOUND

## 8 INNOVATION

## 9 GAMEPLAY

## 9 REPLAY VALUE

**87%**  
EXCELLENT

# HARDBALL 5

System: **PlayStation**  
 Publisher: Accolade  
 Developer: Accolade  
 now available • \$55

If they could've made this game prettier and given more control, it could've been a contender.

Try getting some good control over players this small. They move pretty jerky as well.

On the PC, the *Hardball* series is one of the best-selling ever, but on the console it has never quite caught on. *Hardball 5* is none of the same. As I always say, if it looks like a PC game and plays like a PC game, then it must be a PC game. And how true that is. *Hardball 5* is full of stats and simulation options; but when the game goes to the field, it's slow paced and the control is anything but good.

For the pure baseball fan who wants the most realistic simulation with the least amount of control, *Hardball 5* is the best. The graphics are horrible for a PlayStation game, the sound isn't on par with any other baseball games and the pitcher/batter showdown isn't very exciting. The fun in *Hardball 5* comes when the game is over and you can see the realistic statistics, but during the game you just want it to end so you can accumulate more stats.

*Hardball 5* is a slow simulation and anyone looking for a real playable baseball game should look elsewhere. But if you just want to simulate a season with minimal control, then *Hardball 5* is the answer.

Incredibly updated rosters and analysis of teams strengths and weaknesses is one of the good points.

The grainy screen really shows that *Hardball 5* was made for the PC and ported to the PlayStation as an afterthought.

## 5 GRAPHICS

## 6 MUSIC & SOUND

## 6 INNOVATION

## 6 GAMEPLAY

## 8 REPLAY VALUE

**66%**  
GOOD

# KEN GRIFFEY JR.'S WINNING RUN

System: **Super NES**  
 Publisher: Nintendo  
 Developer: Rare  
 now available • \$50

Rare has done it a magic again, making *Ken Griffey Jr.* on the NES look just as good, if not better, than several of the 32-bit baseball games. The colors are rich, the animations are smooth, and the sound effects are beautiful. Add to that the same solid arcade gameplay of the original *Ken Griffey Jr.* and you have a great game.

The original player is Ken Griffey Jr. and that means the game could never be a sim. But the fake players are all rated and their stats are tracked throughout an entire season. Some weak animations and some great sound really get into the game. The solid pitcher/batter interface makes for a game that's really easy to pick up and play. *Ken Griffey Jr.* isn't the kind of baseball game you're going to want to re-create an entire season with, but for a great two-player arcade-style baseball game, *Ken Griffey Jr.* is a top-notch title.

I didn't expect to like this game much, but to my surprise, *Ken Griffey Jr.* is a fun, well-designed experience. If you own a Super NES and even kind of like baseball, then this is the game for you.

A collision at the plate is awesome as the runner lowers the elbow and delivers the blow.

A look around the stadium reveals incredible detail and graphics that are unbelievably good.

The great animations add to the excitement.

## 8 GRAPHICS

## 8 MUSIC & SOUND

## 9 INNOVATION

## 8 GAMEPLAY

## 8 REPLAY VALUE

**81%**  
EXCELLENT

## ON DECK

## MLB PENNANT RACE

Sony Interactive For The PlayStation

**M**en I was finally able to pry some information and screen shots on Sony's newest sports effort. *MLB Pennant Race* is easily one of the hottest-looking baseball titles on the way. The graphics are crisp and the play appears to be deep. With all the real players, all 28 stadiums, and real home and road uniforms, *MLB Pennant* has all the makings of an awesome game. Color commentary featuring the

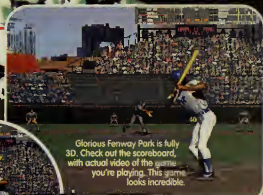
voice of Padres announcer Jerry Coleman and a

crisp TV-style presentation give *MLB* the same polished look and sound of Sony Interactive's other sports titles (*NFL Gamaday*, *NHL Face Off*, *NBA Shoot Out*).

If *MLB* can deliver all that it promises, then the diamond should be Sony's. Next month we'll give a further update on this promising title.

What baseball game is complete without Camden Yards and it's "Hit It Hard" sign. No detail is missing on this one.

Even a day game at Wrigley, with it's manual scoreboard, is done to perfection. Can't wait for this game to come.



Glorious Fenway Park is fully 3D. Check out the scoreboard, with actual video of the game you're playing. This game looks incredible.

The centerfield scoreboard at Yankee Stadium displays your current batter's stats as he steps to the plate. What an ingenious way to keep from cluttering the screen.



## ON DECK

## TRIPLE PLAY '97

EA For The PlayStation

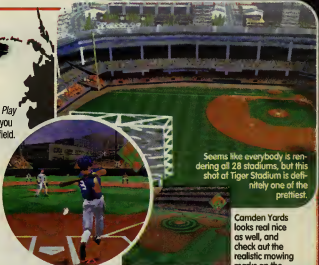
**F**inally, some PlayStation screens of EA's *Triple Play '97* reached my hungry hands. What we've seen thus far is going to put EA head to head with Sony Interactive once again. All 28 stadiums in full 3D, every player, and, as usual, every option you'd ever want are included to make *Triple Play* a real contender. Creating, drafting, and trading players allow

for a fantasy-type session, and the 'on the fly' manager mode gives you

even more control over the game.

One thing that definitely sets *Triple Play* apart is the eight player compatibility, so you and seven friends can battle it out on the field. My early view on the upcoming Baseball battle is that the major contenders are *MLB Pennant Race*, *Triple Play '97*, and *MVP Baseball*, although Konami's *Bottom Of The Ninth* is a great game. Next month, I'm hoping to further update you on *Triple Play* and all the other baseball titles as well.

Good animations make the players look extremely realistic. Now if the gameplay is there, *Triple Play* is going to be a winner.



Seems like everybody is rendering all 28 stadiums, but this shot at Tiger Stadium is definitely one of the prettiest.

Camden Yards looks real nice as well, and check out the realistic mowing marks on the grass. You can almost smell the hot dogs.

## ON DECK

## MONDAY NIGHT FOOTBALL

Overtime Sports For The PlayStation

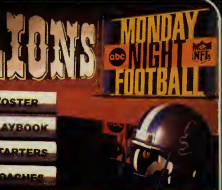
**J**ust when you thought the football season was over, there's word of a football game for this fall. OT Sports is a joint venture between ABC and Spectrum Hobbyline and will be making sports games based on the ABC sports properties. Their first effort is going to be ABC's *Monday Night Football* and it's going to feature Al, Frank, Dan and even Hank Jr.'s 'All My Rowdy Friends Are Here On Monday Night.'

Early reports have the game being fully 3D and each player is going to have their number on the back of their jersey and be made to the right

size. I haven't seen much on this title, but I'm hoping the developers concentrate more on the game than on the hoopla.

The ABC control room is where you make things happen. You can finally make Dan Dierdorf shut up.

All the teams and players are included in MNF. Let's hope there's a game here as well.



Each team and player are going to be robed in to be in the important categories, and each team is going to have their own playbook.





# NOW PLAYING

What better time than now to bring back an old tradition—giving away a prize in this section? That's right. Somewhere in here is a chance to win a prize. Something strange and possibly deadly... something you've seen in the magazine before... What could it be? What could it be?

## WipeOut SONY INTERACTIVE FOR PLAYSTATION Review, 8/11



From sizzling start to frantic finish, *WipeOut* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!

Overall 96%

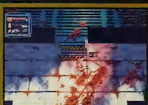
## BLADEFORCE STUDIO 3DO FOR 3DO Review, 8/12



Strap on your helli-pek and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

Overall 95%

## LOADED INTERPLAY FOR PLAYSTATION Review, 9/1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!

Overall 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong, Game Players, 150 North Hill Drive, Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... **GP**  
\* denotes games reviewed last month

### ALIEN TRILOGY

Acclaim for PlayStation; review, 9/5

This is Acclaim's first entry into the 3D genre. How'd they do? Pretty damn good! The game has a great camera swing, that makes it look like you're really there. **ALIENS RIPPED MY FLESH!** (Oops...)

Overall 91%

### ASSAULT RIGS

Sony Interactive for PlayStation; review, 9/3

Hey, do you remember Tron? Well, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool.

Overall 78%

### ATTACK OF THE MUTANT PENGUINS

Atari for Jaguar; review, 9/3

The premise here is simple: ALL MUTANT PENGUINS MUST DIE!! Got it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is cool!

Overall 88%

### BATTLE SPOT

Studio 3DO for 3DO; review, 9/2

With 50 different arenas and 27 different types of weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it—this game is very cool!!

Overall 96%

### CAPTAIN QUAZAR

Studio 3DO for 3DO; review, 9/2

This game is just like your life: no matter how the scenery changes, you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.

Overall 54%

### CONTRA: RING-BLING

JVC for Saturn; review, 9/3

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

Overall 79%

### CLOCKWORK KNIGHT 2

Sega for Saturn; review, 9/4

Here's an extremely well done game with only one problem: there are only 12 types of enemies in the whole game! Other than that, this disc has a lot of goodies on it, including the original Clockwork Knight game. How can you lose?

Overall 79%

### COLLEGE SLAM

Acclaim for Super NES; review, 9/4

OK, what we got here is *NBA Jam*, only with college players. While you can enter your own names for players and edit their stats, the players' pictures aren't available to change, so you never quite get the feeling of being the actual college team. It's your call...

Overall 69%

### CREATURE SHOCK

Data East for PlayStation; review, 9/5

Since this game is a track-based shooter with lots of FMV sequences, we guess that all you'd want to say about this title is *RUN AWAY! RUN AWAY!* This game could have had some potential, but what little it had was destroyed by a lackluster effort. Avoid this one!

Overall 28%

## WHAT YOU THINK

Why did you give *Virtua Racing* a 79%? the graphics suck and the sound effects sound like a swarm of bees. This game blows so much it makes the wind proud!

—Blaise Caroleo, Staten Island, NY

### CUTTHROAT ISLAND

Acclaim for Super NES; review, 9/2

Here's a game 8-bit game masquerading as a 16-bit game. The graphics stink, there's a nameplay to speak of and the designers even included a dreaded mine cart level. The HORROR! The only good thing about this game is that you're not required to play it!

Overall 31%

### CYBERDILLO

Panasonic for 3DO; review, 9/5

While this game does have a sense of humor that will keep you amused for about five minutes, the control is really loose and the graphics are far from being on the cutting edge. If you like plungers and bathroom humor, then this is for you.

Overall 63%

### GENERA

Interplay for PlayStation; review, 9/2

This graphic adventure is a kind of transition point between what this type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rocks.

Overall 70%

### CYBERSPEED

Mindscape for PlayStation; review, 9/2

Try to break it down to this game as the poor man's *WipeOut*. While the game does have several fascinating angles to it, these same angles are the games downfall. While *WipeOut* lets the player get right into the game, this game's learning curve is very steep and frustrating.

Overall 79%

### D

Acclaim for Saturn; review, 9/3

This version of the over-popular scary game has been 'improved.' What that means is that they've tried to fix some of the problems inherent in the 3DO version, and pretty much failed at it. It's still a really scary game, though it's just a bit slow!

Overall 79%

### DARIUS GAIDEN

Acclaim for Saturn; review, 9/4

This is a totally unimpressive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really big, fish-like bosses, this game would be a total loss. If you like 16-bit-style shooters on your 32-bit system, go for it, otherwise...

Overall 53%

### DARK STALKERS

Capcom for PlayStation; review, 9/3

This is probably the best 2D fighter out there, but let's face it—IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how much life can be left in the old genre? Still, this is arguably the best 2D fighter out today. It's still worth a play.

Overall 71%

### DEFENDER 2000

Atari for Jaguar; review, 9/3

With its solid gameplay, this game was once the champion of the arcades. Now, it's still got solid gameplay and it's still fun as all hell! Along with the original game, there are two other versions with better graphics, but the original is still the best!

Overall 81%

### DESCENT

Interplay for PlayStation; review, 9/4

If it weren't for the fact that the graphics really hadn't been updated from the PC to a 32-bit console, this game might have gotten an ultimate award. This claustrophobic, disorienting game is really a hoot! The mazes will drive you crazy! Get this one!

Overall 84%

### EARTHWORM JIM 2

Playmates for Saturn; review, 9/5

While this game doesn't do anything to remind the player that this title is on a Saturn, all of the original zany humor is still here. If you haven't got this one yet, then it's definitely worth a shot, but if you own the 16-bit version already, pass it by.

Overall 81%

### EDX

Orbital Dynamics for PlayStation; review, 9/3

If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help if you're a big Dana Carvey fan, since he does the lizard's voice.

Overall 81%

### MANG ON GP

Sega for Saturn; review, 9/3

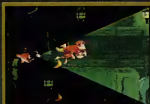
While there is next to no draw-in and a total of six different tracks, this game suffers from really lousy graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

Overall 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

### DKC2: Diddy's KONG QUEST

NINTENDO FOR SUPER NES  
Review, #812



Diddy's back — and he's got a girlfriend! This game is even better than the original DKC! This title is more fun than a barrel of monkeys! Yay!!!

Overall 94%

### World Series Baseball

SEGA FOR SATURN  
Sports, #812

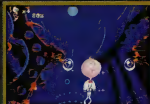


This is the best baseball game ever made! The US version of Japan's Greatest Nine rocks the house with great graphics, killer gameplay and amazing announcer!

Overall 97%

### EARTHWORM JIM 2

PLAYMATES FOR GENESIS  
Review, #812



That jankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

Overall 92%

### SEGA RALLY

Review, #81



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

Overall 92%

### Hi OCTANE

EA for PlayStation, review, 982

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifelike. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

Overall 66%

### IN THE MUNT

T-HO for PlayStation, review, 982

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't left-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

Overall 51%

### IRON STORM

Working Designs for Saturn; r: view, 985

Now you can fight World War II all over again, from any side! This strategy game has some great animations that, while adding graphic goodness to the game, slow it down somewhat. Still, this is a must!

Overall 95%

### JOHNNY BAZOOKATONE

US Gold for Saturn, review, 982

Yee-haw! Slap that 30 round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

Overall 73%

### JUPITER STALKS

Acclaim for PlayStation, review, 982

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bored of any kind of control. This should be called Jupiter Stalks Out.

Overall 48%

### KING'S FIELD

Acad Entertainment for PlayStation, review, 983

This game is a very entertaining mix of action and RPG! Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which type of game it wants to be... But, it's still very cool!

Overall 84%

### KRAZY IVAN

Sony Interactive for PlayStation, review, 984

Who's got complete control over a 70-ton mechanized warrior, loaded to the gills with all kinds of deadly weaponry? Why, Ivan does! AND HE'S CRAZY!!! This is a beautiful, fluid game that is just a bit too short, sadly. Give it a try!

Overall 82%

### LUCIEN'S QUEST

Panasonic for 3D0; review, 984

Everything about this RPG is dead average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said — average.

Overall 54%

### MAGIC CARPET

Electronic Arts for PlayStation, review, 985

This game is kind of like Populous with wings. Zoom over the terrain on your magic carpet, casting spells, building castles and just plain blasting the heck out of everyone you don't like. What more do you need? Go get this game!

Overall 84%

### MEGA MAN X3

Capcom for Super NES; review, 981

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Wiley is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like MM, get this game.

Overall 81%

### WHAT YOU THINK

*I was outraged at how you rated the Aerosmith videogame, Revolution X. Just because you don't like Aerosmith doesn't mean you should rate the game low. — Roger Duran, Los Angeles, CA*

### MISSILE COMMAND 3D

Atari for Jaguar; review, 983

One of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

Overall 83%

### MUSEUM CLASSICS VOL 1

Namco for PlayStation, review, 984

The best part of this disc is the fact that seven games — even if they're not that great — are still better than just one game on a disc. Unfortunately, only four of the seven games here are worth coming back for. On well, Pac Man is still fun.

Overall 66%

### MYSTARIA

Sega for Saturn, review, 981

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as Riplod Saga in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

Overall 81%

### NEED FOR SPEED

Electronic Arts for PlayStation, review, 985

Man! This game is fun! When I borrowed it the weekend, I couldn't keep the neighbors away! With its beautiful graphics, huge tracks and a two player option, this title has it all for racing thrills and excitement! You gotta check this one out!

Overall 84%

### NIGHT WARRIORS

Capcom for Saturn, review, 985

Little did I know that I was going to get a game that was a real fighting strategy, really responsive controls, cool new moves! Well-developed characters and extremely smooth animation make this game a winner!

Overall 82%

### PHILOSOMA

Sony for PlayStation, review, 983

This is a sprite-based shooter. There will be lots of tendon-damaging hits and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't even changed the game. Oh, well!

Overall 65%

### PRIMAL RAGE

Time Warner for PlayStation, review, 982

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 2D fighter with a simplistic combo system. So, if you need fighting circus, get this game. Otherwise, it may be a bit odd.

Overall 74%

### PSYCHIC DETECTIVE

Electronic Arts for 3D0; review, 983

Trent Ward said this game was about as much fun as a Love, American Style marathon. Actually, this game is only slightly more fun than a multiple root canal. You'd be better off just leaving this one all alone on the shelf, OK?

Overall 28%

### PYO 2

Koel for Super NES; review, 982

This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! If you love war, you'll love this!

Overall 96%

### RESIDENT EVIL

Capcom for PlayStation, review, 984

Sing along! Everyone! Blast those zombies in the head. Do-dah, do-dah! Make sure that they're good and dead! Oh, do-dah! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This rocks!

Overall 92%

### RETURN FIRE

Time Warner Interactive for PlayStation, review, 985

Remember when you used to play with those little boy soldiers? Well, this is just like that, only it's more fun! You can spend hours blowing your friends to kingdom come! Heck, even the one-player game is a ton of fun! Yes!!!

Overall 83%

### REVENGE OF ROOTTOTOOTEN

Clear Case for Fish; review, 985

A long time ago, we used to put pony games in here and give away prizes. Well, here's another made up game, but we're NOT giving you a prize for this one. We will give you a prize if you can find the second pony game, though. Good luck!

Overall 25%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

## VIRTUAL FIGHTER 2

SEGA FOR SATURN  
Review, 991

There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

## BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print.
- Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If nec-

essary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureau logo complaints against companies and can tell you the types of problems—if any—that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.

- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

- Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.

- Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, like a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns.

- Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them—we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service, 150 North Hill Drive, Brisbane, CA, 94008. We don't want to deal with disreputable companies any more than you.

## \* REVENGE OF ROOSTERTOOTH TOO

Clear Case for Fish; review, 945

Well, that was real hard, wasn't it? OK, the first person who writes in to "I Know The Answer" 150 North Hill Drive, Brisbane, CA, 94008 and tells us where the name "Roostertoost" came from wins a prize. This prize is really, really, weird!!

OVERALL 42%

## REVOLUTION X

Acclaim for Genesis; review, 942

Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yacht), to the astounding lack of game-play! Let me repeat, that's just in case you're dead from going to too many rock concerts — the sucks!!

OVERALL 29%

## ROAD RASH

Electronic Arts for PlayStation; review, 943

If you've never played this game on any of the millions... Oh alright, hundreds, of systems that it's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

## \* SINKING WISDOM

Seaside Software for Saturn; review, 945

Well, this game isn't so much an advance in the 32-bit RPG genre, but it's still a pretty good game. The music and sound effects are kinda lacking, but the storyline makes this one worth the price of admission. Give it a shot!

OVERALL 73%

## SILVERLAD

Vile Total for PlayStation; review, 944

Yee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner!

OVERALL 83%

## SKELETON WARS

Playmates for Saturn; review, 943

This is really weird... You've got a 3D, side-scrolling game, but the world that it takes place in is 2D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot...

OVERALL 79%

## \* SOLAR ECLIPSE

Crystal Dynamics for Saturn; review, 942

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

## SPIDERMAN: WEB OF FIRE

Sega for 32X; review, 943

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that felt good! There isn't one thing in this game that hasn't been done before somewhere else — and better, too! So everyone repeat after me... THIS GAME SUCKS!

OVERALL 36%

## SPOT GOES TO HOLLYWOOD

Acclaim for Genesis; review, 943

Wow! Here's a game about a bottle cap! How...uh...cool. Yeah that's it. It's...cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is...uh...a bottlecap. Yeah.

OVERALL 63%

## STREET FIGHTER ALPHA

Capcom for PlayStation; review, 943

Here's that game again, for the millionth time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead...

OVERALL 87%

## WHAT YOU THINK

You gave Warhawk a 92% because it only has six levels. It should have gotten 100%. (Bill — Oh, no! Not another one! I can't take it!)

— Harley Metcalfe,  
Greenville, MS

## \* SUPER MARIO RPG

Nintendo for Super NES; review, 945

Here's a really big RPG that stars Mario. Nintendo and Square worked together to bring this magical universe to life. It combines the best elements of RPGs and Mario action games! It's a must have!!

OVERALL 91%

## THUNDER STRIKE 2

Sega for Saturn; review, 942

Get as your chopper and blast the crap out of the enemy in this innovative helicopter sim! While enemy vessels and parts of the terrain do kinda "pop in" to the screen, the action is fun, fast and furious! Kili! 'em all!

OVERALL 86%

## TOY STORY

Disney Interactive for Genesis; review, 941

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very good gameplay! This looks and plays better than Clockwork Knight!

OVERALL 87%

## TWISTED METAL

Sony Interactive for PlayStation; review, 941

How cool can this get? You drive around in a really speedy neighborhood and blast away at other cars with every weapon you've got! Man, life just doesn't get any better than that Yee-haw!

OVERALL 90%

## VICTORIAN

Worlds for Genesis; review, 941

While this game may not be the "most revolutionary" game of all time, it is a truly great action game. The fighting effects are simply amazing and the sound effects are stellar. Great, but not revolutionary.

OVERALL 90%

## VIEWPOINT

EA for PlayStation; review, 942

This is kinda like Zaxxon on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

## VIRTUAL COP

Sega for Saturn; review, 941

Let's see... You're a cop and all you do is run around and blow away the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stunner will be brought around in color.

OVERALL 92%

## WARNAWK

Sony Interactive for PlayStation; review, 941

Fly the deadly snake in a vehicle best described as a Sherman tank with winged Yaas-hoo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

## WING ARMS

Sega for Saturn; review, 942

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

## \* WORMS

Ocean for Saturn; review, 945

You ever wonder what worms did when they weren't making a fishing hook or prodding a little girl? Well, the truth is — THEY WAGE ALL-OUT WAR! Yes! Open up this can of worms and start blowing stuff up real good!!

OVERALL 94%

## X-MEN: CHILDREN OF THE ATOM

Acclaim for Saturn; review, 943

What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you get the sweet action of the arcade hit in your home, then give this game.

OVERALL 72%

## ZERO DIVIDE

Time Warner for PlayStation; review, 942

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime.

OVERALL 80%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING



# TOKYO HIGHWAY BATTLE

# JUNE 1996

KIDS TO ADULTS



AGES 6+

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# Arcades

What good are quarters anymore? You used to be able to get a bunch of stuff for a quarter — comic books, sodas, four goofy black and white pictures of you and a friend, or even a pair of X-Ray specs that didn't work. Nowadays, all they're good for is — The Arcades!

## Dead Or Alive

Tecmo

Throw moves like twisting the opponent to the ground are perfectly captured and real smooth. Check out the polygon pees on the guy in the blue.

30% complete and looked incredible, the graphics are nearly on par with VF2.

What 3D fighting game would be complete without those bodacious polygon breasts?

slow, but that's to be expected from a 30% version. As for implementing new gameplay elements, we didn't see any sign of that. It just looked like a well done VF2 clone and that's exciting in its own right. Maybe by the time *Dead Or Alive* comes out, they will have added more characters and gameplay to make this a huge arcade hit. We'll wait and see.

This game was easily the biggest surprise of the show. I was walking between Sega, Namco, and Williams, checking out all the new games, when out of the corner of my eye I spotted this awesome looking game. Tecmo, who hasn't done an arcade title in quite a while, is using Sega's Model 2 board (VF2, *Daytona*) to make *Dead Or Alive*. The game we saw was only

Only a few characters were on display and, while they looked awesome, they seemed to lack originality.



Some real solid kicks and some truly 3D backgrounds make *Dead Or Alive* look mighty impressive.



## Wave Racer

Konami

Konami was also showing a 30% version of *Wave Racer*, a jet ski racing game where you actually stand on a plastic replica of a jet ski. The version at the show was real early, but was still packed with all kinds of action. The control is very interesting and requires a great deal of skill. The graphics on the game were still real early, but were already looking good enough to make *Wave Racer* a big hit.

This game is an experience you can't possibly get on the home system because of the big jet ski. We'll get more info on this one as it becomes available.



Hopping on the jet ski and leaning into the turns is a real blast and always draws a crowd.

## Midnight Run

Tecmo

The crowded field of arcade racing games just keeps getting more and more entries. Konami's entry into the field certainly isn't the most graphically impressive effort, but the pure speed and gameplay make *Midnight Run* well worth your quarters.

Games like *Daytona*, *Rave Racer*, *Indy 500*, and *Sega Rally* have a far superior graphical look, but *Midnight Run* manages to hold its own, with extremely tight control and a different approach. *Midnight Run* is a racing game, but it's a racing game through traffic-riddled highways at night. So not

only do you have to hug the corners on tight turns, you also have to weave in and out of traffic while doing it. And because that is so difficult to do, it's extremely important that the control is perfect. Luckily, the control is perfect. The first level of cars hug the road real tight and move at amazing speeds, but if you really want speed and a challenge, move on to the advanced cars. The advanced cars have even quicker pick up and they move at such amazing speeds that they slide around even the slightest corner. The key to controlling these cars is working through the slides to keep the car going forward.

At first glance, *Midnight Run* looks like a cheap imitation of the big racing games, but upon further play you'll realize that *Midnight Run* is a great game in its own right.

The funky-looking little car you get into is actually quite comfortable and has a back seat for dates.



Much like *Cruisin' USA*, the gameplay is greatly enhanced by weaving through traffic while trying to outrace your opponent.

The cars have impeccable control, allowing you the ability to focus on weaving through traffic rather than losing control.



The graphics aren't on par with Sega's big racers, but you won't believe the feeling of speed you get.



Linking up a pair or more of *Midnight Run* makes for some serious competitive driving. There's even a cooler for road trips.

# The Line

Just last month, you got the first and most in-depth look at VF3 and War Gods, the two hottest arcade games around (we're so darn cool). This issue, we have a couple more screens on VF3, not to mention a handful of other hot arcade games at the show. • *Street Fighter Alpha 2* is on test in many arcades and it is easily the biggest draw at any arcade we've been to. Lines of people wait to play Alpha 2, while *K12* sits alone in a corner, begging for attention. • *Street Fighter 3* still isn't here, but the folks at Capcom are making some mighty big promises, saying, "we have to make a game that's even more impressive than VF3 or War Gods." We'll wait and see about that one. • Namco is making a snow boarding game (ala *Alpine Racer*) and a hot-air balloon game (huh?), along with a slew of sequels (*Time Crisis 2*, *Tekken 3?*). • Williams' work on *Mortal Kombat 4* is said to follow along the same lines as *War Gods*, texture-mapped video on polygon characters. • Sony looks to be heading into the arcade business. They sent about ten people to the arcade show to see what the competition is up to and, according to someone high up at Sony, they are just waiting for the right time. • Look for even more ACME coverage next issue and remember, until you get to play all the hottest arcade games on free play, you haven't lived.

## VF3

Sega

Just last month we brought you the exclusive first pics of VF3; now, we've got more. These pictures still don't do this game justice — it just looks phenomenal. Before I have to go wash again, let's get to the new screens. The game is still scheduled for an August release. We will definitely keep you updated on this monster title.



When characters look as good as Dural in a game, reality starts to look real unappealing.

Dural flipping around, with reflections glaring off her cold steel bod, is amazing and fluid.



Lau did some amazing things in the demo, and his movement is so smooth.



The dancing around is great, but you have got to see Lau going off a wall and attacking Poi. It's awesome.

## Missile Command 3D

Virtuality

So you're wondering just how that whole Virtual Reality catch phrase is really doing? Well, the biggest makers of VR equipment is Virtuality and it had a couple of real nice games at the show.

The best was easily *Missile Command 3D*, where you and someone else each enter a gun turret. You look all around and try to shoot the bombs before they hit your bases. A microphone in each helmet helps you communicate with your team-mate to ensure a good score. The graphics still aren't up to par with other arcade games, but with *Missile Command 3D* Virtuality is getting much closer to VR and, more importantly, it's a good, fun game.



The two-player link-up features a microphone for communication and a load of fun.



The timeless classic takes to Virtual Reality. You have to man the cannons and save the world from imminent destruction (no-hum).

## Tokyo Wars

Namco

Namco's big (and we do mean BIG) new game at the show featured four massive hydraulic-powered sit-down units linked together. You team up with another human opponents in a battle of brute force, pounding shell after shell into enemy tanks. Each time you fire or get hit, you feel the recoil on the sit-down unit, and that's what makes this game so intriguing.

The graphics have the usual Namco sharpness and the later levels offer some great battle fields, but what makes this game great is the big recoil and the team play. You won't find too many of these units in small arcades, but the big arcades should be getting Tokyo Wars real soon. So grab a friend and take on all comers.

Explosions are awesome and satisfying!



The big unit jerking you back and forth will make you feel like trecking Patton.



The tanks and backgrounds are done with plenty of polygons and have a real crisp look.

## Coming Soon...

A quick look at several titles we'll be getting a deeper look at in the months to come.



Star Gladiators — Capcom



Run N' Gun 2 — Konami



NBA Jam Extreme — Acclaim

War Gods — Williams



Shadow Over Mystaria — Capcom



Skeet Shoot — Virtuality



Prophecy — Namco





## THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



NTSC-U/C

PlayStation

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# CHEAT SHEETS

## STREET FIGHTER ALPHA 2

The winning moves are on page 88!

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## ALIEN TRILOGY

If you don't use our strategy on page 92, everyone in space will hear you scream!

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## SOUL EDGE

We've got more sharp, cutting strategy than a Ginsu commercial! Check page 94!

### For Codes or Help, Call...

Nintendo.....	900-288-0707	Interplay.....	900-370-7529
Sega.....	415-591-7529	Acclaim.....	516-624-9300

# STREET FIGHTER 2 ALPHA

## SUPER METER

The Super Meter is a meter that increases during the course of each fight. Any number of things charge the Super Meter, but some moves, Special Moves that do damage to your opponent, for example, charge the meter much faster than others. There are three stages of the meter to be filled. You need your Super Meter charged to perform Super Combos.

## CHAIN COMBOS

So far, Guy is the only character in *Street Fighter Alpha 2* who can perform a chain combo. To perform the combo, simply press each attack button in succession from weakest to strongest.

## CUSTOM COMBOS

New to *Street Fighter Alpha* is the addition of a Custom Combo feature. Custom Combos are activated by pressing any two punch buttons and one kick button or two kick buttons and one punch (effectively making a triangle with the buttons). Once you begin a Custom Combo, a time counter of various lengths (dependent on your super meter) appears and, as the timer runs down, any and all moves performed will be executed in rapid succession. Any move can be used, but special moves in a Custom Combo cause more damage.

## MOVE KEY

JAB ..... Light Punch (Jab)  
 STRNG ..... Medium Punch (Strong)  
 FRCE ..... Fierce Punch (Fierce)  
 SHRT ..... Light Kick (Short)  
 FRWRD ..... Medium Kick (Forward)  
 RH ..... Strong Kick (Roundhouse)  
 P ..... Any Punch  
 K ..... Any Kick  
 Icon in red ..... hold key down

## ALPHA COUNTERS

An Alpha Counter is a built-in reversal which each character can perform with one single motion. The key to using the Alpha Counter successfully is all in the timing. You also need at least one level of your Super Meter filled to use an Alpha Counter. To perform the move, block an attack and then immediately do the following move: B, DB, D + P or K. Punch counters are slightly faster than kick counters, but generally inflict less damage. The window of opportunity for counters is very small, so beware.

## Chun 'Li

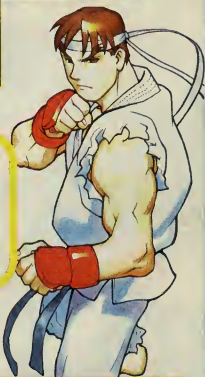
Knee Flip ..... ○ + RH  
 Lightning Kick ..... K (repeat)  
 Spin Kick ..... ○○ + K  
 Spill Kick ..... ○○○ + K  
 Super Combos  
 Mega Kikoken ..... ○○○○○○ + P  
 Mega Spin Kick ..... ○○○○ + K  
 Thousand Burst Kick ..... ○○○○ + K

## Ryu

Dragon Punch ..... ○○○ + P  
 Fake Fireball ..... ○○○ + SHRT  
 Fireball ..... ○○○ + P  
 Hurricane Kick ..... ○○○ + K  
 Overhead ..... ○ + STRNG  
 Super Combos  
 Shinkuu Hadoken ..... ○○○○○○ + P  
 Vacuum Hurricane Kick ..... ○○○○○○ + K

## Charlie

Flip Kick ..... ○○ + K  
 Handspring ..... SHRT + FRWRD + RH  
 Overhead ..... ○ + FRWRD  
 Sonic Boom ..... ○○ + P  
 Thrust Kick ..... ○ + RH  
 Super Combos  
 Crossfire Blitz ..... ○○○○ + K  
 Flip Kick Combo ..... ○○○○ + K  
 Sonic Blade ..... ○○○○ + P





## Ken

Dragon Punch .....	○○○ + P
Fake Hurricane Kick .....	○○○ + SHRT
Fireball .....	○○○ + P
Hurricane Kick .....	○○○ + K
Overhead .....	○ + FRWRD
Roundhouse .....	○ + SHRT
Roll .....	○○○ + P
<b>Super Combos</b>	
Shihyukan .....	○○○○○○ + K
Shoryureppa .....	○○○○○○ + P



## Sagat

Low Tiger Shot .....	○○○ + K
Tiger Blow .....	○○○ + P
Tiger Crush .....	○○○ + P
Tiger Shot .....	○○○ + P
<b>Super Combos</b>	
Tiger Cannon .....	○○○○○○ + P
Tiger Genocide .....	○○○○○○ + K
Tiger Raid .....	○○○○○○ + K

## Adon

Jaguar Kick .....	○○○ + K
Jaguar Knee .....	○○○ + K
Jaguar Tooth .....	○○○ + K
Overhead .....	○ + STRNG
<b>Super Combos</b>	
Jaguar Elbow Combo .....	○○○○○○ + P
Jaguar Kick Combo .....	○○○○○○ + K



## Gen

Burst Punch .....	P, P, P (repeat)
Leg Thrust .....	○○○ + K
Mantis Style .....	(press all) K
Overhead Attack .....	○ + STRNG
Rolling Attack .....	○ + P
Single Air Kick .....	○ + FK
Wall Dive .....	(hold) ○○ +
<b>Super Combos</b>	
Air Grab .....	○○○○○
Dashing Pain .....	(Mantis Style)
Rapid Punch Spell .....	○○○○○



## Sodom

Carpet Drop .....	○○○○○○ + K
Jitte Strike .....	○○○ + P
Power Bomb .....	○○○○○○ + P
<b>Super Combos</b>	
Mega Jitte Strike .....	○○○○○○ + P
Mega Power Bomb .....	○○○○○○○○○○○○○○○○ + P



## Guy

Bushido Leap .....	○○○ + P, P
Bushido Run .....	○○○ + K, K
Overhead .....	○ + STRNG
Spin Elbow .....	○○○ + P
Spin Kick .....	○○○ + K
<b>Super Combos</b>	
Bushido Rampage .....	○○○○○○ + K
Rising Attack Combo .....	○○○○○○ + K



## Akuma

Air Fireball .....	(while in air) ○○○ + P
Dragon Punch .....	○○○ + P
Fireball .....	○○○ + P
Hurricane Kick .....	○○○ + K
Overhead .....	○ + STRNG
Red Fireball .....	○○○ + P
Teleport .....	○○○ + (all) P or (all) K
<b>Super Combos</b>	
Shinkuu Hadoken .....	(while in air)
Shoryureppa .....	○○○○○○ + P



## M. Bison

Devil's Reverse .....	○ + P, P
Head Stomp .....	○ + K, P
Psycho Aura .....	○ + P
Scissors Kick .....	○ + K
Teleport .....	○○○ + all (P or K)
<b>Super Combos</b>	
Knee Press Nightmare .....	○○○○ + K
Psycho Crusher .....	○○○○ + P



## Zangief

- Bear Hug... (at a distance) ○○○○○○○○ + K  
 Green Hand ..... ○○○ + P  
 Lariat ..... (all) P (repeat)  
 Short Lariat ..... (all) K (repeat)  
 Spinning Pile Driver ..... ○○○○○○○○ + P  
 Suplex ..... ○○○○○○○○○ + K  
**Super Combos**  
 Atomic Buster ..... ○○○○○○○○○ + P  
 Uppercut/Throw ..... ○○○○○○ + K



## Sakura

- Fireball ..... ○○○○ + P, P, P  
 Hurricane Kick ..... ○○○ + K  
 Little Miss Dragon ..... ○○○ + P  
 Overhead Attack ..... ○ + FRWRO  
**Super Combos**  
 Shinkuu Hadoken ..... ○○○○○○ + P  
 Shoryureppa ..... ○○○○○○ + K  
 Spinning Kicks ..... ○○○○○○ + K



## Birdie

- Chain Grab ..... ○○○○○○ + P  
 Headbutt Rush ..... ○○ + P  
 Overhead ..... ○ + RH  
 Turn Around Headbutt ..... JAB + STRING, release  
**Super Combos**  
 Chain Massacre ..... ○○○○○○ + F  
 Mega Headbutt Combo. . . ○○○○ + K

## Rolento

- Fast Rolling Attack ..... (all) P (repeat)  
 Pipe Twist ..... ○○○ + P, P, P  
 Quick Jump ..... ○○○○○○  
 Rolling Attack ..... ○○○ + P, P  
 Wall Attack ..... ○○○ + K  
**Super Combos**  
 Grenade Ambush ..... ○○○○○○ + P  
 Hang 'em High ..... ○○○○○○ + K

## Dhalsim

- Air Drill ..... ○ = K or FRICE (in air)  
 Teleport ..... ○○○○ + (all) P or (all) K  
 Yoga Fire ..... ○○○○ + P  
 Yoga Flame (Air) ..... ○○○○ + P  
 Yoga Flame (Ground) ..... ○○○○○○ + P  
**Super Combos**  
 Mega Yoga Air Toss ..... ○○○○○○ + K  
 Mega Yoga Flame ..... ○○○○○○ + P



## Dan

- Dragon Punch ..... ○○○○ + P  
 Fireball ..... ○○○○ + P  
 Gate Kick ..... ○○○ + K  
**Super Combos**  
 Kick Combo ..... ○○○○○○ + K  
 Shinkuu Hadoken ..... ○○○○○○ + P  
 Shoryureppa ..... ○○○○○○ + P



## Rose

- Soul Fist ..... ○○○ + P  
 Soul Reflect ..... ○○○ + P  
 Soul Spark ..... ○○○○○ + P  
 Soul Thrust ..... ○○○ + K  
**Super Combos**  
 Friend Combo ..... ○○○○○○ + K  
 Mega Soul Combo ..... ○○○○○○ + P  
 Mega Soul Spark ..... ○○○○○○ + P







# ALIEN TRILOGY

**W**ow, my first strategy guide. Well, it's 3:14 am and I just solved *Alien Trilogy* (AT) again, so I guess I'm as ready as I'll ever be. I just hope Bill likes it enough to let me take a nap in the 'soft' Box tomorrow. On the other hand, all the boxes seem soft when you're this tired.

This game looks like it plays a lot like *Doom*, but if you try to use your standard *Doom* strategies, you aren't going to get very far. First off, there is a LOT less ammunition in AT. That would be OK, because there are also a lot fewer enemies per level, except a lot of enemies take way more than one hit. Conserve your ammo, especially your charges and grenades. Unless you have an alien on your scope, you should have the 9 millimeter gun selected; it's enough for most things (it just takes a LOT of hits).

Here's some general strategies: Go slow. There's no time limit for the levels. Plus, most of the enemies are in pre-set places in the levels. As soon as they see you, they start coming for you, so if you go running around half-cooked, you're going to end up with a ton of aliens chasing you around. When more than one alien attacks you at once, get against a wall, or one of them will try to get behind you and attack from behind. If there are a group of aliens laying in wait for you (which you usually discover by charging into them and getting killed), you can usually bait them to come after you one at a time (making them far easier to kill). If you go in slowly until one sees you, and then run back to a safe area where you can kill him one on one.

Because ammo is at a premium, finding hidden caches is essential. When you get the auto-mapper on a level, look for all the blue dots. That's where the good stuff is. If it's hidden in a locker, use the 9 mil to open it.

Each level requires a different strategy, and most levels have a best way to go through them. If you die (and you will), keep trying and you'll figure out the right path. Many times, you'll need to access hidden areas to complete the mission. If you find the exit door without completing a good percentage of the mission (over 65%), you'll have to do it over again.

Obviously, save after every level if you don't have a memory card, you'll have to write down a long password, but it's worth it, trust me. On the bonus levels, practice going through them a bunch of times until you discover all the secret areas and can plot out a strategy for getting the most stuff. If you

find an automapper on a bonus level, check out the map; you'll see where all the power-ups are, and it won't take any time.

As you progress, levels get more and more complex, with multiple levels and hidden elevators.

Although the automapper will show the location of many hidden items, it doesn't show them all, so don't depend on it completely. On later levels, it gets harder to detect false walls. Try shooting a single round with your most powerful gun. If you don't see sparks (from the bullet bouncing off the wall) chances are it's a fake wall.

Overall, if you take it slow, conserve your ammo, and have a good nose for sniffing out hidden walls, you should do fine. If you have any specific questions, email me at [chris\\_charlie@qm.imagine-inc.com](mailto:chris_charlie@qm.imagine-inc.com) and I'll try to help you out.



Don't shoot the pipes, you'll release scalding steam.

110  
100  
90  
80  
70  
60  
50  
40  
30  
20  
10  
0

A lot of the fake walls on later levels are really fake — you don't need to shoot them at all like you do on lower levels; just walk through them.

100  
90  
80  
70  
60  
50  
40  
30  
20  
10  
0

Another good way to detect false walls is your radar screen. If it shows an enemy just

in front of you, who you can't see, chances are there's a hidden room behind that wall. Just because there's a hidden door there, though, doesn't mean the entrance is right in front of you.

The lock mechanisms need batteries to be tripped. If they switch from red to yellow and stay that way, whatever you just affected, usually unlocking a door, is permanent. If you leave the area and come back and the lock is flashing red again, you caused a temporary change, probably activating a lift. Run around and check quick, because it won't stay activated for long.

Sometimes the Aliens will be clinging to ceiling. Hold L2 + triangle to aim up, and flush them down with a grenade.

100  
Charge 006

Alien blood is acid! Don't step in it, it will cause damage!

500

If you're firing o charge at a false wall, stay back, or the explosion will hurt you, too.

110  
Charge 006

Use the 9 mil to shoot colonists. And oh yeah, they're saying 'kill me,' not 'help me!'

510

Most of the time, if on enemy can't see you (he's just walking around instead of shooting at you) he's too far to hit. But sometimes you can get him with a grenade or charge.

111

When you first get to a new level, trigger the door in the elevator, but don't leave. If there are lots of aliens there (and there will be, especially on later levels), take a few shots and back into the elevator, letting the door close (protecting you). Keep doing this until you clean out the entrance area.

100

Face-huggers are scary, but they only take off two health points.

108

Synthetics are wicked tough. Your best bet is to use a grenade. Don't forget though, grenades work great, but only at a distance. Using them up close will just waste them.

111

Use a flamethrower for the eggs. When you first encounter an area with lots of eggs, you have only a limited amount of time before they start to hatch. The flamethrower kills them fastest.

110

Charge 006

Armor 100

The outmapper comes in handy on the bonus levels, especially if you're prepared to go through more than once.

004

Sometimes you'll have to go in an acid pit or steam pit that will hurt you! If there are plenty of demopunks in the area, you'll know you're supposed to be there.

004

The best strategy with a Queen is shoot until she gets close to you, then fun, turn around and start shooting again. On Queen levels, make sure you fry as many eggs as possible before taking on the evil witch herself.

111

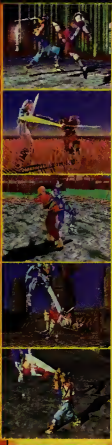
# SOUL EDGE

One of the more widely-anticipated arcade fighters of the year, *Soul Edge* impresses with its superior motion-captured, texture-mapped graphics and its true light-sourcing. Coupled with challenging gameplay that emphasizes side-stepping, counter-attacks and strategy, Namco appears to have a sure-fire winner. Although there have been complaints about character balance, it is probably way too early to indict the game, as this may merely be a matter of players not yet discovering and utilizing the true capabilities of each fighter. With that being said, consider this strategy a starting point as you enter the world of *Soul Edge*.

## General Strategies

### Buttons:

- A ..... Horizontal Attack  
 B ..... Vertical Attack  
 K ..... Kick  
 G ..... Guard  
 ○ ..... Hold Forward



## Basic Strategies

A major element that elevates the quality of *Soul Edge* is its true 3D environment. This element not only proves useful in evading attacks, but by side-stepping and attacking, your opponent will have difficulty adjusting to an attack from the new position. Even when a character is knocked to the ground, consider this an opportunity to recover and attack at the same time. As experience will prove, constant attacking will only get you so far in this game. Success lies in the ability to defend and counterattack.

## Blocking System

**Weapon Meter** — Below the life meter is a secondary meter that measures damage to a character's weapon. Every time a character blocks an opponent's attack, some energy is lost. When all the energy is gone, the character loses the weapon. In addition, whenever a Super Combo is performed, energy in the Weapon Meter is lost.

**Weapon Clash** — One of the cooler features in *Soul Edge* is the Weapon Clash. If attacks by both characters are at exactly the right time, the characters will lock weapons with each other. Tap either the A, B, or K buttons to attack an opponent as you come out of a Weapon Clash.

## Basic Moves

- Sidestep Left ..... ○○○  
 Sidestep Right ..... ○○○  
 Run Forward ..... ○○○  
 Opponent Down Attack ..... ○A  
 Running Slide ..... ○○○+K  
 Super Move ..... A+B+K  
 Counter ..... ○+A+G



## Recovery Moves

Note: These moves are to be performed when a character is down on the ground.

- Backward Somersault ..... ○○○  
 Forward Somersault ..... ○○○  
 Roll to the Left ..... ○○○  
 Roll to the Right ..... ○○○  
 Quick Recovery ..... G (Repeatedly)



## Li Long

Thunderstorm	A, A, A
Hailstorm	B, B, B
Jack Hammer	A, A, K
Twin Harpoon	K, K
Harpoon Driller	K, K
Rope Attacher	○+A
Chinese Fury	○+A
Low Blow	○+B
Crazy Windmill	A+B
Twin Arrow	○A+B
Punisher Whip	○+B
Rope Skipper	○+A

### Throws:

Body Slam	A+G (In Close)
Neck Breaker	B+G (In Close)
Last Breath	A+G (From Behind)



## Voldo

Dark Shredder	A, A, A
Killer X	B, B
Rat Chase	○A, A, A
Heaven's Swing	○+B
Demon Elbow	○+B
Leg Trap	○+A+B
Mutilator	A, A, B
Dark Shredder	A, B, A
Praying Mantis	A+B
Deadly Rose	A+K

### Throws:

Top Spinner	A+G (In Close)
Back Tracker	B+G (In Close)
The Stinger	A+G (From Behind)



## Mitsuruigi


No Escape	A, A, A
Windstorm	A, A, B
Tiger Claw	B, B
Tiger Sweep	○+A
Wasp Stinger	○+B
Steel Slicer	○+B
Shin Slicer	○+A
Leg Sweeper	○+B+K
Phoenix Tail	○+A+B
Thunder Strike	○+B

### Throws:

Slice & Dice	A+G (In Close)
Split Decision	B+G (In Close)
Takedown Grab	A+G (From Behind)



# Taki



Thunder & Lightning	A, A, A
Lightening Strike	B, B, B
Shooting Stars	K, K, K
Great Loop	⊙K, K
Whirlwind	⊙K
Windmill Kick	⊙K
Killer Ice Pick	⊙A, B, B, B
Reaping Hook	⊙A
Death Spin	⊙⊙B
Assassin's Combo	B, A, K

## Throws:

Suplex Surprise	A+G (In Close)
Close Shave	B+G (In Close)
Flip Destruction	A+G (From Behind)



# Seung Mina



Sparrow's Rush	A, A, A
Meteor Shower	B, B, B
Triple Wave	B, B, ⓐ

Starlight Explosion	A+B
Spinning Blade	⊙K
Mountain Crusher	⊙⊙+K
Skyscraper	⊙⊙B
Axle Kick	⊙⊙A+B
Spinning Sparrow	B+K
	⊙+A

## Throws:

Grab Attack	A+G (In Close)
Flip Throw	B+G (In Close)
Say Uncle	A+G (From Behind)



# Sophitia

Angel's Punishment	A, A, A
The Conductor	B, B, B
Angel's Punishment	A, A, K
Tricky Tangle	A, ⓐ, K
Maiden Revenge	⊙+A
Eclipse Solar	⊙+B
Sunrise Slice	⊙+B
Moon Flip	⊙+K
Angel Strike	⊙⊙⊙B
Satellite Kick	⊙⊙K
White Flash	⊙+K

## Throws:

Soprano Surprise	A+G (In Close)
Neck Cracker	B+G (In Close)
Close Encounters	A+G (From Behind)

# Siegfried



Meat Slicer	A, A
Spiral Attack	A, A, B
Brain Masher	B, B, B
Cross Cutter	⊙ⓐ
Blackmail	⊙⊙+A, B
Wheel Turner	⊙⊙+A
Drilling Horn	⊙⊙+B
Skull Scraper	⊙⊙B
Sledgehammer	⊙⊙A+B
Flap Jack	⊙⊙A+G

## Throws:

Cold Steel	A+G (In Close)
Power Bomb	B+G (In Close)
The Sandman	A+G (From Behind)



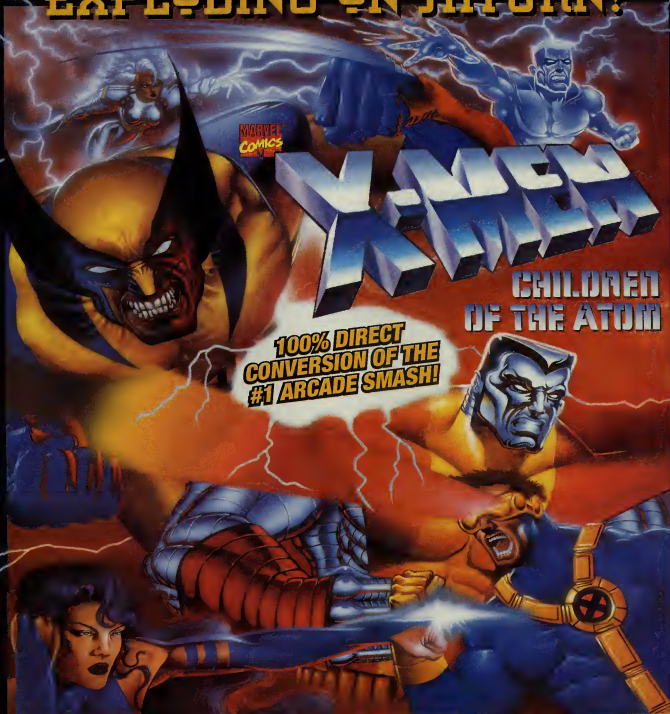
# Rock

Cut to Pieces	A, A, A
Piston Attack	B, B, B
Discus Thrower	⊙+A
Sky Splitter	⊙+B
Shin Slicer	⊙+A
Rock Climber	⊙+K
Tidal Wave	⊙ⓐ, A, A
Tornado	⊙⊙A+B
Wishbone	⊙⊙A+K
Buffalo Charge	⊙⊙K
Tomado	⊙ⓐ, B

## Throws:

Overhead Throw	A+G (In Close)
Head-Butt Fury	B+G (In Close)
Spin Cracker	A+G (From Behind)

**BORN OF THE ATOM. RAISED IN THE ARCADE.  
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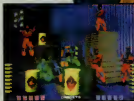
# CODE BREAKERS

## AREA 51

Time Warner for Arcade

### Secret Rooms

Here are some of the cheats to access secret rooms in one of the more entertaining arcade shooters out right now. There are six different secret rooms in the game but the 'X Marks the Spot' room has replaced the 'Shake Your Boods' room in arcade consoles with a higher serial number than #2,138.



### EARTHWORM JIM 2

Playmates Interactive  
Entertainment for Super NES

### Thanks, Code Weasel!

Well, it's nice to see that someone was paying attention a couple issues ago when I asked if anyone knew what the Teleport Bomb code (Enter X, X, X, X, B, B, B, B when game is paused) was for in *EJ2*. Apparently the code only works on 'The Flying Kings' stage and it teleports the bomb to your location. My thanks go to **E. Howell** (I hope that's your name) who contacted me via America Online with the information. For your extraordinary performance beyond the call of duty, I hereby dub thee an official **GAME PLAYERS** Code Weasel. What does this mean? Well, it means you're not the Code Monkey, so you don't get a prize. But hey, at least you got some recognition!



After having cleared the guard towers and the mine field, **Roger Burchill** actually thought that he had escaped. But he had forgotten the dogs! Only the night heard his cries as he was dragged back, bleeding, to his hellish Code Breakers column.

**O**kay! Everybody out of the Code Dungeon! Snap out of your banana-belching, code-breaking stupor and listen up for this month's updates. Here we go:

Due to overwhelming demand, the dreaded Code Donkey of the Month award will soon make its return to these hallowed pages.

Unfortunately, this month not one of our readers was deemed enough of a loser to be inducted into the Hall of Shame. But I know somewhere out there is a Donkey in making. Look for his humiliation in next month's new and improved Code Breakers.

Next, it seems that a few, okay, a lot of you, have been complaining about the Even More Codes section. Apparently, you weren't happy about this handy and convenient reference of previously run codes. So, benevolent ruler that I am, I have decided to add three more pages to the Code Breakers section, despite the extra work that it makes for me.

Now you have to buy every issue of **GAME PLAYERS** to insure that you never miss any codes. Now get back to work, you lazy, worthless Code Breakers! I need more codes!



### X Marks the Spot

Right after the game starts, shoot the first 10 hangar windows while outside on the Front Tarmac (Wave 1) to get in the secret room. Be alert, because two of the windows are only visible during a very quick camera pan.

### Head Quarters

Shoot out the three blue emergency lights during the first lock down in the Hangar (Wave 2). Two of the lights are to the right of the red tractor truck and one is to the left. The one light to the left can only be shot during a quick camera pan.

### Chow Palace

Shoot all 15 of the windows at the back of the Hangar (Wave 2) on the far left as you enter. Chow Palace is a huge power-up feast and it is the only place in the game where you can see a Stage 2 alien (the intermediate bio-form between the Stage 1 zombies and the full-blown Stage 3 Kronomorph alien).

### Egg-Cellent

After entering the Administration Building (Wave 4), shoot out the first 'Exit' sign and the first three ceiling lights around it when you go through the doorway in the first corridor. You can score over 15,000 points in this room. Talk about easy...

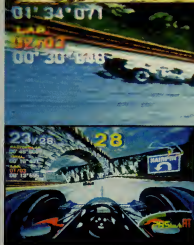
### Chow Palace Again

Shoot out all 15 of the exploding barrels during the barrel-throwing zombies lock down in the Bunker (Wave 6) to get back to power-up heaven.



## INDY 500

Sega for Arcade



## The Competitive Advantage

As one of the best racing games ever for the arcade, *Indy 500* can stand on its own merits. But take a look at all the following cheats and codes and you'll be amazed at how much hidden stuff went into an arcade racing game. It just goes to show why Sega is number one when it comes to arcade games.

## Hidden Stuff

## Fifth View

To get a larger view of the race track, drive in the fourth view, then push two view change buttons simultaneously.

## Mirror Mode

To race a track with everything in reverse, press and hold the red zoom-in button and then press the start button. If this is done correctly, not only will the track be in reverse, but so will all the text on the signs in the game.

## Mirror Mode with Power Steering

Power Steering allows the steering to turn freely and without any resistance while in Mirror Mode. To do this, press and hold both zoom buttons and then press the start button.

## Twin-type Console Cheats

## Reverse Direction

To race the course in the opposite direction, push the shift lever down while starting the game.

## Driving the Pace Car!

To drive the hot Mustang Pace Car, simply step on the brake and push the start button simultaneously after you've selected your track and before the rolling start.

## Mustangs Everywhere!

To change all the other cars on the course to Mustang Pace Cars, step on the brake continuously while pushing the shift lever up after you've selected your track and before the rolling start.

## Fun Stuff

## The Trailer

If you step on the brake at the Transmission Select screen, you can see the door of the trailer carrying your car up close. Step on the accelerator to watch the car come out of the trailer.

## The Birds

Race the 'Highland Raceway' track while in the Reverse Direction Mode. As you emerge from the tunnel on the track, you will see birds flying with your car for awhile. To keep the birds as your escort, just make a U-Turn and drive in the normal forward direction.

## TOY STORY

Disney Interactive for Super NES

## Skippable and Unstoppable

Previously, I've run invincibility and level skip codes for the Genesis version of this game. This time around we have the same codes for the Super NES. Hopefully, you haven't bothered sending the 'You're a Sega Brown-noser' letters out to me yet. Isn't it nice how it all works out in the end?

Whereas in the Genesis version you actually couldn't access the invincibility cheat until Level 2, the Super NES is nice enough to offer it on level 1. To initiate invincibility, go to the dresser that has the bucket of army men on top and hop on the lower dresser

drawer. Make Woody duck down for about five seconds and when the star in the upper left corner of the screen begins to spin, you are invincible.



After you've entered the invincibility code, just pause the game at anytime and press the SELECT button to skip to the next stage!

## COLLEGE SLAM

Acclaim for Saturn

## Twist and Shout

Here's a trick that will turn your teammate or yourself into a tornado for the entire game. Weird, huh? He probably won't have much of a shot but he should suck down a ton of rebounds!



To do this trick go to the 'Tonight's Match-up' screen. As soon as the screen

appears, start rotating the directional pad in a clockwise direction. Wait for the announcer to finish speaking and, while still rotating the directional pad, press the A button to start the game. When the tip-off screen appears, either your teammate or you will be a tornado!

## STREET FIGHTER ALPHA

Sega for Saturn

## @\$ Whuppin' Codes

You know, if there's a game out there that excites gamers more than *Street Fighter*, I don't know of it. Okay, maybe that short little Italian plumber guy has a following but a hurricane kick coupled with a triple flaming uppercut should put him in his place! Anyways, we had some hidden character codes for *SFA* on the PlayStation last month. This month, it's Saturn time!

## 47 Hit Combo

Here's an awesome combo that's possible when you're fighting in the Team Mode. **Double Team Bison** by surrounding him and knocking him down with repeated short kicks. Bison will then get up **seeing birds**.

Surround him very closely again and this time both players should hit him with **ducking jabs**. This should get you about an easy **35 hits** at this point. Now if Ryu does his **Super Combo Hurricane Kick** at exactly the right time and Ken continues jabbing or does a Hurricane Kick of his own, a **47 hit combo** should be achieved. There even seems to be a possibility for even more hits. How sweet it is!



## Hidden Characters

To play as Akuma, go to the character select menu and highlight the random character box (marked by a "?"). Hold down the L and R buttons and press Left, Left, Left, Down, Down, Down, A+B to select Akuma in his normal colors. Press X+Y instead of A+B to play Akuma in his secondary colors.

For Bison, highlight the random character box and press Left, Left, Down, Down, Left, Down, Down, A+B while holding the L and R buttons. Once again, you may replace the A+B with X+Y for the secondary color. Wow!



To play as Dan, follow the process listed above but enter Y, X, A, B, Y while holding down the L and R buttons. To access Don's secondary color press Y, B, A, X, Y while holding down the shoulder buttons.



In one of the cooler hidden tricks in o while, do the following to have both Ken and Ryu fight Bison. Go to the arcade mode and have player one highlight Ryu and player two highlight Ken. Both players should then hold the L and R shoulder buttons and press Up, Up. Then release the shoulder buttons and press Up, Up, again. Player One should then press X and player two should press Z. Note: The commands do not need to be entered simultaneously by both players for this trick to work. If you and your friend manage to defeat Bison, o Team Mode option is automatically added to the choices at the Main Menu.



## LOADED

Interplay for PlayStation

## Blood and Guts

As if there wasn't enough death and mutilation in this game, here are a bevy of codes that should further encourage your anti-social behavior. Ohn, sweet, sweet blood...



To use these codes, just

pause the game and hold L+R for 10 seconds. Continue holding down the L+R buttons while entering the following codes. (Note: After entering the codes, you must once again pause during gameplay and use the newly appeared options in the menu to initiate the cheats.)

Level Select - Up, Right, Down, Left, Triangle, Circle, X, Square, X, Triangle, Square, Triangle, Level Skip - X, R1, Triangle, R1, Square, Circle, R2,

R2, X, Square, Triangle, X, Extra Lives - Left, Down, Right, Triangle, Square, X, Circle, Free Bombs - R1, R2, X, Triangle, Square, Circle, R1, R2, Circle, Circle, Square, Extra Ammo - Down, Right, Circle, Left, Right, Circle, Weapon Power Up - Down, Right, Down, Right, Triangle, Healing - Right, Right, Left, Down, Down, Up, Triangle, Circle.

## VIRTUA RACING

Time Warner for Saturn

## Racing Diversions

Okay, when you think racing games for the Saturn, this may not be the first one to pop in your mind. But once upon a time it was the hottest racing game in the arcades and this is a somewhat decent conversion. So if you happen to be playing this game, use the following trick to convince yourself that *Virtua Racing* lives up to the standards of *Daytona* and *Sega Rally*. Yeah, right.



To access o hidden path while racing the Amazon Falls track just go past the first hill on the track and slow down as you near the top of the second hill. When you see a road block to the right, turn and drive through it! Here you will find a road with tunnels and huge jumps! But be careful, if you happen to hit the side of the road you will be swept back to the main road. Check out the aerial view for o better look of the secret passage way!

POSITION 16/1 SPEED UNP

## TETRIS BLAST

Nintendo for Game Boy  
and Super Game Boy

## Get Blasted

Well, here's a rarity—a code for a portable system. It's not often that I hear about cheats for these neglected little guys. So let's just say that this is their little moment in the sun.

The following are the stage level passwords for *Tetris Blast*. Just enter them at the options screen.



- |          |          |
|----------|----------|
| Stage 2  | ZFFJJJF  |
| Stage 3  | B/MMLLKB |
| Stage 4  | XSDOGGDM |
| Stage 5  | KCWGLLHK |
| Stage 6  | VG.LJUDM |
| Stage 7  | K.TGGMF  |
| Stage 8  | XZSDDIK  |
| Stage 9  | K.TGGMF  |
| Stage 10 | YGCPDHL  |
| Stage 11 | GVMYLLCJ |
| Stage 12 | WCPDDG   |
| Stage 13 | CJXTBFC  |
| Stage 14 | IL.YUKL  |
| Stage 15 | LXWTBMMB |
| Stage 16 | VSRPDCCH |

A neat little trick that is available by using the Health code is playing as a disemboweled mess. Just allow yourself to be killed and splattered and Pause the game immediately. Go to the health option and press X. You will now receive full health and be able to wander around as a splattered corpse. Gameplay is somewhat limited with this cheat but it's still pretty cool and at least your smart bombs still work!



Yes, for all you professional cheaters out there who require mechanical assistance (hopefully, this is in regards to codes only), *Interact Accessories* has once again come through with codes for their little cheat machines. And if all these Game Shark codes aren't enough, check out the *Surfing With The Sharks*, web site at <http://www.gameshark.com>. The site offers Game Shark news, technical information and assistance and of course, codes (updated weekly). Codes are only accessible if you pay a membership fee but check out the sight anyway—if you're really code hungry this may just be the ticket for you.

## PlayStation Codes

## Twisted Metal

- |                          |                    |
|--------------------------|--------------------|
| Infinite Fire Missiles   | .....801A1C00 0002 |
| Infinite Freeze Missiles | .....801A1C02 0002 |
| Infinite Catapults       | .....801A1C0C 0002 |

## Raiden Project II

- |                             |                    |
|-----------------------------|--------------------|
| Infinite Lives (Player One) | .....800ECF40 0003 |
| Max Vulcan (Player One)     | .....800ECF28 0008 |

## Street Fighter Alpha

- |                         |                    |
|-------------------------|--------------------|
| Player One Invulnerable | .....8018710C 0090 |
|-------------------------|--------------------|

## King's Field

- |               |                    |
|---------------|--------------------|
| Loads of Gold | .....80199440 C350 |
|---------------|--------------------|

## Alien Trilogy

- |                    |                    |
|--------------------|--------------------|
| Infinite Batteries | .....8009A05A 0001 |
|--------------------|--------------------|

## Saturn Codes

(Note: The master codes are necessary to use the cheat codes on the Saturn.)

## NFL Quarterback Club

- |                         |                    |
|-------------------------|--------------------|
| Master Code             | .....F60290D0 C305 |
|                         | .....B6028000 0000 |
| Player Two Never Scores | .....1603EC54 0000 |

## Mortal Kombat II

- |                      |                    |
|----------------------|--------------------|
| Master Code          | .....F6000914 C305 |
|                      | .....B6028000 0000 |
| Infinite Energy      | .....1608DB70 00A1 |
| Zero Energy Opponent | .....1608DBD4 0000 |

## Hang On GP

- |               |                    |
|---------------|--------------------|
| Master Code   | .....F6000914 C305 |
|               | .....B6028000 0000 |
| Infinite Time | .....1604BCE2 003C |

## D

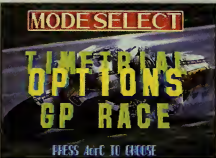
- |                       |                    |
|-----------------------|--------------------|
| Master Code           | .....F6000914 C305 |
|                       | .....B6028000 0000 |
| Infinite Mirror Hints | .....1601F80A 1A60 |

## HANG ON GP

Sega for Saturn

## Speed Thrills

Wow! A low profile game that improves as you familiarize yourself with it, *Hang On GP* is one of the more enjoyable motorcycle racing games available. Even better, here's a code to bring out the most in the game.



For the ability to select any course to race without defeating the easier courses first, go to the *Mode Select* screen and highlight *Options*.

Using the shoulder buttons, enter R, R, L, R, R. Now when you go to race, there will be no lock out on the last three tracks!







## CODE MONKEY OF THE MONTH

### Face Off

Well, it's been sort of a slow month for great codes. But Jason Fogler of Bloomington, IL did manage to provide me some entertainment by passing along the info necessary to access the Dural Cinema at the end of VF2. Since this is a dirty film, with a scantily clad babe, it proves that Jason truly knows the way to this Code Master's heart. For supplying me with information that will contribute to the general decay of society, you are hereby promoted from Banana Boy to the coveted title of Code Monkey!



After you've fought and knocked out all your opponents (including Dural), the cinema will load and you will see Dural's armor fall off of her and a get a tantalizing peak at her face!

**BONUS STAGE**



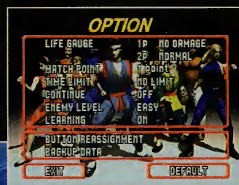
## VIRTUA FIGHTER 2

Sega for Saturn

**The Dural Cinema at the end of VF2 reveals that Dural isn't all cold, hard polygons — deep down she's really a soft, warm, butt-kicking woman!**

Now it's one thing to discover the Dural Cinema, but Jason also offers the cheat to make it easy to get there. Because, unless you're a VF2 god, it could take you a while to defeat the game on the hard setting with no losses and all knock outs. So to shift the balance of power to your side, go to the options menu and set the life meter to **No Damage**, the time to **Infinite**, and the number of matches to one. Beating the game on the Easy

setting so you can change the ring size to **42 meters** on the extra option screen would be most helpful, as ring outs are the only real threat to an invincible Virtua Fighter.



**Virtua  
Fighter 2**

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## CAPTAIN QUAZAR

Studio 3DO for 3DO

### Crazy Captain

Speaking of neglected little buddies, here's some codes for a system that seems to get lost in the shuffle some times. Nothing personal, but enjoy the codes while you can. Nothing lasts forever...



If you'd like to walk through walls as opposed to walking around them, just pause the game at anytime during gameplay and press **R, L, B, B, B, R, L, Up**. If done correctly, all walls within a close radius of Captain Quazar will disappear momentarily.



## DARIUS GAIDEN

Acclaim for Saturn

### Gone Fishin'

For all the shooter purists out there, the mere suggestion of cheating is an execrable offense. But for the rest of us it's the only way to see the second half of the game! The following codes won't make you invincible but they will help.

To get nine credits, go to the options menu and press **X, A, L, R**, Left and then hold down **L** and press **X, C, Z, A**, Right, Right. You will hear a weird sound if this is done correctly.

To access the Very Easy and Abnormal Level options, hold down **X**, then press **Z, C, L, B**, Left, **R, L** of the options screen. You should hear a monster sound if this done correctly.



Faster Auto-fire is always a good send in shoot-ers! To access it in Darius Gaiden, hold **B** and press **Y**, Right, Left, **X, Z, L, R** while at the options screen. An explosion sound will mark a correct entry of this code.

**NEXT**  
GENERATION

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# EVEN MORE CODES

After last month's twisted attempt to get you all to sing the *GAME PLAYERS* 'Mo Codes' theme song, we've decided just to publish the codes and keep our songbooks shut!

## DONKEY KONG COUNTRY 2

Nintendo for Super NES

### A Barrel Of Fun!

To access the cheat mode, you first need to start a new game. Now, on the player select screen, highlight the Two Player contest and press down five times. This will reveal the sound test. Press down five more times and the cheat mode will be revealed!

To eliminate all DK barrels from the game (thereby increasing its difficulty slightly), press B, A, Right, Right, A, Left, A, X. You will hear the sound of a monkey if the code is entered

correctly. Note:

Although there are no DK barrels once you use this code, you will start each level with both Diddy and Dixie.

To make your life a bit easier, enter Y, A, SELECT, A, Down, Left, A, Down to start the game with 50 lives! Once again, a properly entered code will be noted by a monkey sound.



## Game Shark Codes

Thanks Interact!

The Game Shark Videogame Enhancer is available for both the Sega Saturn and the Sony PlayStation from Interact Accessories, Inc.

### Saturn Game Shark Codes

(Note: The master codes are necessary to use the cheat codes on the Saturn.)

#### Virtua Fighter 2

Master Code — ..... F4000914 C305  
B4002800 0000  
Infinite time — ..... 3A0E0032 0782  
Play Under Water — ..... 3A0E0038 0010  
1A0E001A 0002

#### Sega Rally Championship

Master Code — ..... F4000914 C305  
B4002800 0000

Select Lakeside Track  
(Practice Only) — ..... 3A040018 0003

#### Corpse Killer

Master Code — ..... F4000914 C305  
B4002800 0000  
Infinite Datura Bullets — ..... 3A05000E 0063

### PlayStation Game Shark Codes

#### Mortal Kombat 3

Unlimited Energy  
(Player Only) — ..... 801bc38 0066

#### Total Eclipse Turbo

Infinite Plasma Bombs —  
800780D4 0003

#### Def Con 5

Infinite Ammo —  
800D33AC 0014



## CLOCKWORK KNIGHT 2

Sega for Saturn

### Cuckoo Clocked Cheats & More Cheats

For a stage select cheat, enter the following at the title screen: Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up. Use the directional control and the Z button to select which stage you want.

For 999 lives, enter Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down at the title screen.

To view the ending for Clockwork Knight 2 enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down at the title screen. In one of the master tricks we've heard of in a while, to see special holiday title screens in CK2, set your Saturn's internal clock to Christmas, New Year's and Valentine's Day.

## THEME PARK

Electronic Arts for Saturn

### Thrill Codes

#### The Everything Code

To get access to all the stuff (rides, etc.) in your theme park, start a new game and enter DEAD as your nickname. Finish filling out all the rest of the info and select the country for your theme park. When you start the game, press the left shoulder button and go to the ride purchase menu. Then press the X, Y, Z, A, B, and C buttons simultaneously. You should hear a bunch of 'lets say Yeeh' and now you have all the rides, shops, and park features.

To get all the money you want, go back to the ride purchase menu and hit the X, Y, Z, A, B, and C buttons simultaneously again. The kids will yell 'yeeh' again and the longer you hold down the buttons the more money you will receive. If for some reason you don't load up on enough cash in the beginning, you can now just hit the A, B, and C buttons at the same time during gameplay to get even more money!

## ZERO DIVIDE

Time Warner for PlayStation

### Secret Shooter Invulnerable Phalanx

This isn't actually a code for Zero Divide itself, but rather for the shooter game *Tiny Phalanx* that is hidden inside. For those of you who weren't paying attention, hold down the START and SELECT buttons on the second controller while turning on the game to access *Tiny Phalanx*.

To be an invincible Phalanx, go to the option screen of *Tiny Phalanx*, highlight the speed option and press Left/Up, L2, R2, and Triangle at the same time. The background screen will turn red if you have done this correctly.



## JOHNNY BAZOOKATONE

U.S. Gold for Saturn

**Bazooka This!  
Rockin' Codes**

Yes, we've got all the level codes for this strange, but somehow rockin', game and here they are:

- Level 1 - Prison - (Just start it)
- Level 2 - Hotel - WALKER
- Level 3 - Kitchen - OVERTIME
- Level 4 - Hospital - VILLA
- Level 5 - Penthouse - ENDBOSS

To get infinite lives, just enter TAHC at the password screen. (You'll automatically get infinite lives with this code, but to skip to the next level pause the game and hit X.)

## JOHNNY BAZOOKATONE

U.S. Gold for PlayStation

**Bazooka This, Too!  
Rollin' Codes**

And for those PlayStation owners lucky enough to own this err... interesting game, here are your codes:

- Level 1 - Prison - (Just start the game!)
- Level 2 - Hotel - ARLEAPIT
- Level 3 - Kitchen - TEASPOON
- Level 4 - Hospital - SEDATION
- Level 5 - Penthouse - VERTYNE

And as a nice bonus, here are a couple more codes:  
Invulnerability - PILCHARD  
Level Select - KRISTIAN

## JOHNNY BAZOOKATONE

U.S. Gold for 3DO

**Bazooka That!  
Rock n' Rollin' Codes**

Hey! How about this? Some codes for the 3DO version. For some reason, there's a code for the first level. Go figure!

- Level 1 - Prison - SOFTCELL
  - Level 2 - Hotel - LOVESHAKE
  - Level 3 - Kitchen - STIRITUP
  - Level 4 - Hospital - LIVEAID
  - Level 5 - Penthouse - PLECTRUM
- Sorry, no invulnerability or infinite life codes are available for the 3DO.

## ASSAULT RIGS

Pygnosis for PlayStation

**Get Tanked!  
Total Destruction**

Here are a tank load of level codes, an invulnerability code and an all-weapons code.

To access all weapons, press Left, Right, Left, Left, Right, Up, Down, Up, Down, Up, Down, Down during gameplay. You will hear the message, "Max weapons added... Oh yes," that confirms the code entry.

For the all important invulnerability code, press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. The message "Invincible! Yes indeed," will acknowledge the code.

- Level Codes
- Level 1 — Welcome — Circle, Circle, Circle, Circle, Circle, Circle
- Level 2 — Next Gen — Square, X, Square, X, Triangle, Square

- Level 3 — This way — Triangle, Square, Square, Circle, Circle, Triangle
- Level 4 — JoyJoy — Triangle, Square, Triangle, Triangle, Circle, Triangle
- Level 5 — Noddy — Square, Triangle, Triangle, Triangle, X, Triangle
- Level 6 — Wastelands — Triangle, Square, Circle, Circle, X, Square
- Level 7 — Vertigo — X, Square, Square, Square, Circle, Triangle
- Level 8 — Gem Tower — Triangle, Square, X, Square, Triangle, Triangle
- Level 9 — Bridge — Square, Triangle, Square, X, Triangle, X
- Level 10 — Obliterate — Triangle, Triangle, Circle, Square, X, Square
- Level 11 — Arena — Triangle, Triangle, X, Triangle, Circle, Square
- Level 12 — PBIM — Circle, Square, Triangle, Triangle, Triangle, Circle
- Level 13 — Ramps — Triangle, Square, Circle, X, Triangle, Square
- Level 14 — Oasis — Triangle, Triangle, X, Square, Square, X
- Level 15 — Halls — Circle, X, Triangle, Triangle, Triangle, Triangle
- Level 16 — Coaster — Circle, Square, Circle, Circle, Circle, Square
- Level 17 — Mine — Triangle, Triangle, Triangle, Triangle, Circle, Triangle
- Level 18 — Look Up — Square, Circle, Square, X, Square, Triangle
- Level 19 — Deadline — X, X, Square, X, Triangle, Circle
- Level 20 — Fort — X, Square, X, Triangle, Triangle, Square
- Level 21 — Stairway — Triangle, Square, Triangle, Square, Triangle, Triangle
- Level 22 — Park A Lot — Square, Square, Triangle, Circle, Square, Triangle
- Level 23 — ZamCam — Circle, X, X, X, X, Triangle
- Level 24 — Shootout — Triangle, Square, Square, Triangle, Triangle, Triangle
- Level 25 — Wild — Triangle, Circle, Triangle, Triangle, Circle, Square
- Level 26 — Oil Rig — Square, Circle, Circle, X, Square, X
- Level 27 — Rightway — X, Circle, Square, Triangle, Triangle, Square
- Level 28 — Waste Two — Square, Circle, Square, Square, Square, Square
- Level 29 — Dodge — Triangle, Square, Circle, X, Circle, Circle
- Level 30 — Air — Circle, Square, Circle, X, Circle, Square
- Level 31 — Jump — Circle, Square, X, Triangle, Circle, Triangle
- Level 32 — Room 101 — Triangle, Square, X, Circle, Square, X
- Level 33 — Firepower — X, X, Triangle, X, X, Square
- Level 34 — Wave — X, Circle, Square, Circle, Circle, Square
- Level 35 — Push Off — Circle, Triangle, X, Triangle, X, Triangle
- Level 36 — Perimeter — X, Triangle, Triangle, X, X, Square
- Level 37 — Spiral — X, Triangle, Triangle, X, Triangle, Square
- Level 38 — Bounce — Circle, X, Triangle, Triangle, Square, Triangle
- Level 39 — The Castle — Square, Triangle, Square, Triangle, Square, X
- Level 40 — Fortress — Square, X, Triangle, X, X, Triangle
- Level 41 — Lifts Ahoy — Triangle, X, Triangle, Circle, Square, X
- Level 42 — Push Me — Circle, X, Triangle, Circle, Triangle, Square

## STREET FIGHTER ALPHA

Capcom for PlayStation

**Hidden Characters**

To play as M. Bison, go to the random box on the character select screen.

Hold down L2 and press Left, Left, Down, Down, Left, Down, Down, Square + Triangle.

To play as Akuma, go to the random box and hold down L2 and press Left, Left, Left, Down, Down, Down, Square + Triangle.

To play as Dan, go to the random box and hold down L2 and press Triangle, Square, X, Circle, Triangle.

To access the character's other color, just replace Square + Triangle with Circle + X for M. Bison and Akuma. For Dan, just reverse the order of entry and press Triangle, Circle, X, Square, Triangle while holding the L2 button.

## EARTHWORM JIM 2

P.I.E. for Genesis

Even Wormier!  
More Worm Codes!

Like with the Super NES, pause the game to enter the following codes:

For 100% Energy: A, B, C, A, B, C, A, A  
 For Plasma Gun: C, C, C, A, A, A, B  
 For Bubble Gum: C, C, C, A, A, A, B  
 For Money Worms (once): C, A, C, A, C, A, C, A  
 For Level 20 Puppy 2: Left, Right, B, C, Left, Right, A  
 For Level 5a Carnival: B, B, C, A, B, C, Left, Right  
 For Level 9 ISO 9000: A, B, C, Right, Right, Right, Right, Right

Get Wormed!  
Worm Codes

To use these codes, just hit the pause button anytime during gameplay.

For 100% Energy: X, SELECT, X, B, X, SELECT, X, A  
 For Plasma Gun: X, X, X, A, A, A, SELECT  
 For Bubble Gum: X, X, X, A, A, A, SELECT  
 For Money Worms (once): A, A, B, A, A, Y, B  
 For Level 20 Puppy 2: Down, Right, A, B, X, Left, Right, A  
 For Level 5a Carnival: Up, Down, X, A, B, Y, Left, Right  
 For Level 9 ISO 9000: A, B, X, Left, Left, Right, Left, Right

## SEGA RALLY CHAMPIONSHIP

Sega for Saturn

No More Hiding  
Hidden Car Code

If you don't feel like winning a championship to access the Landia Stratos, here's the easy way—just enter X, Y, Z, Y, Z, X at the menu screen.

## JUMPING FLASH!

Sony CE for PlayStation

## Hopppin' Mad!

## Finally! A Stage Select!

Press Up, Up, Down, Down, X, B, Left, Right, Left, Right, X, Triangle, X. Triangle at the title screen to initiate a stage select cheat. If the code is entered correctly, part of the background will turn red. Now, start your game and just use your directional pad to scroll to the left or right to reach the stage you desire.

## THUNDERSTRIKE 2

U.S. Gold for Saturn

Working Vacation, Pt. II  
A Level Above

Okay, okay! (But your whining!) All you Saturn owners out there can satisfy your blood lust by utilizing the following level codes for the Saturn version of *Thunderstrike 2*!

Once again, proceed to the password entry to utilize the codes.

## South America

Level 1 .....J6H1FC5BVDVSIQ  
 Level 2 .....JVV1NC7C8DVROQ  
 Level 3 .....J4V1URC7TBOV1PQ  
 Level 4 .....J1M1URC9MBOW4I

## South America - Stealth

Level 1 .....J5U9J3CRNFDPS9Q  
 Level 2 .....J94PUNC8DFDRK2  
 Level 3 .....J819V7CSFFD14I

## Panama Canal

Level 1 .....J5P1MVC0JCF5F2  
 Level 2 .....J509SUJ0JCFRT2  
 Level 3 .....J195K13JCFOTQ

## Central America

Level 1 .....J1OPT3C05NAFTPQ  
 Level 2 .....J1T9TBCJ9NAFLU2  
 Level 3 .....JL5PTNOLGNAF162

## Eastern Europe

Level 1 .....JL08OF4NEREF56I  
 Level 2 .....J0K6KVCPMREFRVA  
 Level 3 .....JNBARDKN1REF1Q

## Gulf 1 - Capture

Level 1 .....J1N4RBSAAVMFSK2  
 Level 2 .....J16RNSCNVFMF020  
 Level 3 .....J1M4RNSFZVMF1A0

## Gulf 2 - Oil Dispute

Level 1 .....J14RNCV236FSQ2  
 Level 2 .....J1PRKRVCGH36FRBA  
 Level 3 .....J1B1KRV236FSQ2Q  
 Level 4 .....J1N4RNSK36F11

## South China Seas

Level 1 .....J34RVDS996FMT2  
 Level 2 .....J1APVPC9K6FS4I  
 Level 3 .....J0K6RND7A6FR5I

End

.....J1A943ND9UB6FFNI

## THUNDERSTRIKE 2

U.S. Gold for PlayStation

Working Vacation  
Level 'em

Here's a few level codes that will have you creating maximum mayhem with minimum effort. To input these codes, just go to the password entry and pop them in!

## South America

Level 1 .....JNVH0V6VEB0U55Q  
 Level 2 .....J2N70V9VDFD0592  
 Level 3 .....J7RH307AFDF0648I  
 Level 4 .....J8N30V8EEJ024PI

## Gulf 2 - Oil Dispute

Level 1 .....JNVH0V6VEB0U55Q  
 Level 2 .....J0RH0V0U6RNDAS3I  
 Level 3 .....JFH0U0U6RNDM5P2  
 Level 4 .....J1HPOUK6E6VD58I

## Stealth

Level 1 .....J07HPOU0QAU0E45A  
 Level 2 .....J07HPOU0QAU0E45A  
 Level 3 .....J07HPOU0QAU0E45A

## Central America

Level 1 .....J3HLOU0I2CE4KI  
 Level 2 .....J67H0U722CA5R2  
 Level 3 .....J2BHP0UR06CM58A

## South China Sea

Level 1 .....J07HPOU0QAU0E45A  
 Level 2 .....J07HPOU0QAU0E45A  
 Level 3 .....J07HPOU0QAU0E45A

## Panama

Level 1 .....J3G6SD9UNG6E40A  
 Level 2 .....J0V65SHUENGGA45Q  
 Level 3 .....J1NGH4CPUNK6M5TI

## Eastern Europe

Level 1 .....J3G64406VDEE5R1  
 Level 2 .....J76K5S20V0E4A1A  
 Level 3 .....J27GK50LUM4EM58Q

## Gulf 1 - Canyon

Level 1 .....J7FK48T6R8ME4NI  
 Level 2 .....J3GK48VJUR8MA5JQ  
 End .....J7GK28L2SCDM4DI

## TWISTED METAL

Psygnosis for PlayStation

Twist  
And Shout!  
Helicopter View

To play using the helicopter view, enter Circle, Circle, Triangle, X, Space at the password screen. This view will only work on the arena stage and the rooftop stage.

Make sure that you push START + Up while you're in the stage to select this view.



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**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H					MYSTERY WORD
		E				
P	I	N	C	H	W	
	R					
S						

**WORD LIST and LETTER CODE chart**

PINCH .....W PRESS.....K BLAST .....A WRECK ....D  
BREAK .....Z PUNCH .....S SPRAY .....C TURBO ....V  
STOMP .....T STAND .....R PRESS .....E DREAM ...O  
CRUSH .....I SCORE .....H SLANT .....L CHASE ....P

**MYSTERY WORD CLUE:**

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

# Yes!

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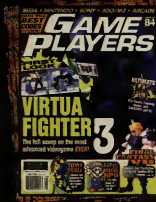
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CLIP AND MAX



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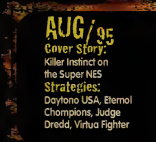
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Donkey Kong  
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Mortal Kombat

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Demolition Man  
Way of the Warrior  
AND LOTS MORE!



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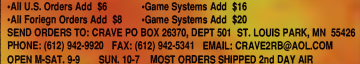
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puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also



bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

brains to finish.



You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Finding Froggucious is a wise move if you want to know more about your future quest.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.

